



Christine Cain

Prima's Official Strategy Guide



THE **GRANSTREAM** **SAGA**™

Christine Cain

Prima Publishing
Rocklin, California
(916) 632-4400

www.primagames.com



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ISBN: 7615-1640-9

Library of Congress Catalog Card Number: 98-65945

Printed in the United States of America

98 99 00 01 GG 10 9 8 7 6 5 4 3 2 1

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Acknowledgments

Thanks to:

Jennifer Crotteau, Beth Hollinger, Art Studbiscuit "Rafenstein" Reyes, Amy Raynor, Stacy Mollsen, Debra Kempker, Gerry Blau, Darin Johnston, Kirk Somdal, Kevin Hooper, and MOST OF ALL, the most supportive and helpful person in my life, without whose help I couldn't do this, my Joe.

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introduction

Welcome to The Granstream Saga. It is a breathtaking epic featuring a handsome young Hero, a kind and beautiful Princess, a pack of noble Pirates, a people facing inevitable doom, and of course, the purely evil and tyrannical Imperial Wizardry. The fight between good and evil is a timeless tale that keeps us riveted from generation to generation.

You know how the story begins, but that is all. This quest will immerse you in its rich history and unanticipated twists and turns. The Granstream Saga is truly an exhilarating and awesome adventure. How the adventure ends, if at all, depends on you ...

IN THAT WORLD, BETWEEN BEGINNING AND END
LIE ESTABLISHED HAPPENINGS LAID OUT
CHAPTER TO CHAPTER IN THE BOOK OF
THE ALMIGHTY BEING.

AND EACH AND EVERY EVENT
WRITTEN THERE EMANATES
FROM THE WILL OF THE AUTHOR.
THE PAGES THAT COMPLETE EACH CHAPTER ...
WE CALL TIME.

BUT WHO IS TO KNOW WHEN
AND IF THE STORY ENDS.

AND THAT WORLD WAS ENDING ...
AS IF A BOOK
WERE FINISHED BEING READ ...
BUT THE EVIL
THAT LIVED WITHIN THE CLOSING BOOK
RIPPED THE END CHAPTER ASUNDER WITH GNASHING
TEETH—LEAVING THE MULTIPLICATION
TO BEGIN ...

introduction

The Story



One hundred years ago, on the planet of Granstream, a great war devastated the land. After years of skirmishes, two opposing forces clashed in a final confrontation. One faction was led by the Imperial Wizardry, the other by the Allied Spirit Army. As the battle raged on, the Imperial Wizardry activated a dangerous weapon both sides had agreed to ban.

The weapon was fired into the core of the planet to destroy enemy territory, but a miscalculation disturbed the planet's axis, melting ice caps and triggering tidal waves that would eventually cause the lands to be completely submersed beneath the sea.



Foreseeing this tragedy, four Wise Men used the magical control tower called Airlim to keep four continents from sinking. Each Wise Man used a magic orb to power Airlim. But the orbs had to be re-energized at regular intervals. So the Wise Men left a magic orb on each continent with their descendants, the new Wise Men to carry on their work.



Now the inhabitants of the floating continents are intent on building a new world. But, suddenly, all of the new Wise Men are starting to disappear, and there have been rumors of Imperial Army warship sightings. Without the Wise Men, the lands of Shilf, Aquas, Volcos and Zephre are beginning to slowly sink into the sea. Once again, an entire civilization is threatened with extinction.

Several years have passed since the Wise Men who lifted the four lands disappeared. Each land is now slowly running out of energy to float and is drifting into the sea. Somewhere between the sky and the ocean lies the Wind Continent of Shilf. To slow its descent, parts of the land were sliced off, making it lighter. The Town of Arona is located on Shilf. As their world approaches its certain doom, its inhabitants continue to hope.



A huge mountain stands in the center of the land. At its base stands a small shack. There lives an archeologist named Valos and his adopted son, Eon. The two are responsible for slicing off the land with the help of a magic stone. Today, after their work is completed, the two head back home ...

The Characters

Eon



Eon, the hero of this saga, is on the path to learning who he really is. Magic and swordplay seem to come naturally to this young apprentice of Valos. He knows the continents are in danger and that he is somehow destined to save their inhabitants from certain death. And along the way, he hopes to discover the truth of his origins and the purpose of the mysterious and powerful Scepter, a bracelet he was wearing when he was found as an orphaned baby in Arona.

Arcia

Arcia is a most kind and generous person. She believes in resolving things peacefully and will go out of her way to help anyone in need. Unbeknownst to her, she is the only remaining descendant of the Wise Men; she is the daughter of Zora, the Wise Man of the Wind Spirit. If anything happens to her, all hope for saving the continents will be lost.



Laramée



Laramée is proud to be the only girl among the Desbats, an infamous group of pirates. Her older brother Slayzer watches over her as he captains the great airship known as the *Gude*. Laramée is known for her fiery temperament, but those close to her know that this is only her tough act. Even when it seems the ice wall around her heart won't ever break, her true emotions will occasionally shine through when she hints at her feelings for Eon.

Slayzer

As Laramee's older brother, Slayzer's duties are divided between watching over Laramee and being captain of the airship *Gude* and its Desbat pirate crew. Slayzer is a legend, being the only captain who can navigate through the roughest areas on the planet. His moral imperative is to keep greedy self-serving groups of dissidents from obtaining power.



Korky

Yes, Korky sure does look like a bird, but don't be fooled by his cute appearance and cheerful demeanor. Korky is *not* a bird, he's a *spirit beast*. He's also Laramee's small companion. Conveniently, Korky is also just small enough to fit into Eon's pocket and guide him through rough spots whenever possible. The neatest thing about Korky is that he absolutely *loves* Venatawa Fruit. Sometimes, feeding him Venatawa Fruit gives him the ability to completely heal Eon's health, and that's no bird trick.



Gandor

Eon swears that there's something very familiar about this pirate. Gandor is Slayzer's second in command and is an honorable and trustworthy fighter and protector. Gandor also has his suspicions about Eon, and he remains fairly tight-lipped about them.



Valos

Valos found the orphaned Eon in the Town of Arona when Eon was very young. Finding a child to adopt was just what he needed so soon after his own son died in a disastrous accident. But he's always known that Eon was somehow special. Valos, an accomplished magician and scholar, raised Eon to be a valiant and strong young man, preparing him for his destiny. Eon senses Valos has been keeping a very important secret from him ...



The Journey

As you journey into and explore the planet of Granstream, you will encounter the following places

Floating Continents

Each of the continents represents one of the elements: Earth, Wind, Water, and Fire. As our story begins, all of these land masses, once rescued by the magic of the Wise Men, are now slowly sinking toward their doom in the deep, dark sea below.



Shilf

Your adventure begins on the continent of Shilf. Eon was found here as an infant and raised just outside the Town of Arona by Valos. Shilf is the Wind Continent.

Valos' House

Valos' House is the place Eon calls home. His adopted father, Valos, raised him, taught him various forms of magic, and educated him in this house.



Town of Arona

The sunny and green town of Arona is a welcoming place. There's an Apothecary, a Pawn Shop, the pub called Bonnie's, and of course, the Church. The Elder's House can also be found in the northeast corner of town.

Kilia Shrine

No one visits this place anymore, so little is known about it. Valos sometimes speaks of it as being a holy place.



Aquas

The continent of Aquas is almost all water and seems to be sinking into the ocean more rapidly than expected. This land mass is clearly the Water Continent.



Town of Pikshim

It's obvious to any visitor that this town normally would be a wonderful place to visit, but right now, it's in turmoil. Its people are torn in their beliefs; some choose to follow the group known as the Kels while others choose to believe that this group is being misled by a corrupt evil spirit.



Kels' Secret Cavern

The only way into the Kels' cavern is to confess an interest in becoming a Kel. But don't think of trying to sway their beliefs. Rumors have it that the people who have tried never return.



Icy Corridor

The Icy Corridor is where the Water Altar is located. Unfortunately, it's not a very safe place to visit. Go in with your weapon at the ready!





Volcos

With its active volcano in the center, Volcos is an unpredictable and volatile continent. Volcos is the Fire Continent.

Geintz's Barrier

Geintz himself is the acting weigh station between Volcos' two towns. The people who live here must be careful not to tip the continent in one direction or the other lest the volcano in the middle spill lava on one side or the other. In Geintz's weigh station, he will weigh you and send you into one town or the other with the appropriate stones in your pockets.



Town of Orkul

From inside Geintz's Barrier, head out the door to the east to enter this town. It has a Church, an Apothecary, and the Mayor's House.

Town of Tulku

From inside Geintz's Barrier, head out the door to the west to enter this town. This town is nearly identical to Orkul, but features an Inn and a Town Hall.



Lava Cave

Not too many people will go near this place. Not only is it insufferably hellish, but poisonous fumes have been known to make explorers of this area, in a best-case scenario, very ill.

Stalagmite Castle

Whoever dreamed up this incredibly bizarre magical structure must have been a certified genius or completely insane. Windows open into the floors and doors drop you into new dimensions. Not to mention the area that leads into a hall made of what appears to be flesh and blood ...



Zephere

This is the continent that represents Earth but, sadly, is also home to the evil Imperial Wizardry.



Town of Geltania

A strange aura has surrounded this place for a long time, and not many folk have taken up residence here. Some say a magical force keeps the people here in a dream-like state. They say that ignorance is bliss ...



Airlim

Airlim is the magic control tower that was built by the Wise Men, and can only be controlled by the one who carries all four elemental orbs. Airlim can take its master to any place the master has been before or can see in his or her mind's eye in a blink. Traveling has never been so convenient!



Ships Gude

The *Gude* is the small yet powerful vessel that transports the Desbat pirates to and fro amongst the continents and clouds.

Vangel

The *Vangel* is a mighty warship designed and built to aid the Imperial Wizardry in its conquest of all four continents. It wouldn't be complete without prisoners' quarters and has several massive decks to explore.



Game Basics

Scepter



THE SCEPTER IS A VERY POWERFUL AND OTHERWORLDLY INSTRUMENT. IT'S UP TO YOU TO UNCOVER ITS ORIGINS.

The Scepter is an unusually powerful artifact that has been with you ever since you can remember. No one knows where it came from or what its true purpose is, but you can never let it out of your sight.

Valos' Scepter Research

The Scepter has the ability to replicate an object through a process of memorization. Defeating many enemies will increase the amount of force that is stored. However, if you are wounded, use magic, or use any other items, you will lose all of the stored force. As you defeat each enemy, the force contained in the crystal will increase and change color. As you kill more enemies and your power increases, you can release the force and obtain more powerful items. But, just defeating random enemies won't allow you to obtain the best items. You must defeat a variety of more powerful foes. Sometimes a special enemy or particular location causes the scepter's force to disperse. Use with caution.

Interaction

BE SURE TO SPEAK TO EVERYONE YOU COME ACROSS AT LEAST ONCE.

They say information is free as long as you're willing to ask for it, so don't be shy around the many people you'll come across during your travels. They'll often reveal important and vital information. Whether it's a fighting tip or directions, you'll want to make sure to talk to each and every individual you meet.





Merchants

EVEN IF THE PRICES SEEM A LITTLE STEEP, THE ITEMS THAT YOU CAN BUY CAN BE LIFE SAVERS ... LITERALLY.

In almost every town, check into each building and you'll find a merchant somewhere along the way. They're the reason you're collecting gems, so you can pick up those incredibly useful items you'll need on your journey. Occasionally, you'll

also find a Pawn Shop, where you can get rid of items in exchange for more money.

Church

VISIT THE CHURCH TO RESTORE YOUR HEALTH AND SAVE YOUR GAME.

Each town has a Church where you check in and receive a blessing from the priest. The Priest will not only restore your health completely, but will also give you the opportunity to "record your journey" or, in other words, save your game. If you can't find a Church, look for an Inn or talk to the locals until you find someone who can lend a helping hand.



Battle

IF YOU CAN DEFEAT AN ENEMY QUICKLY WITH LITTLE OR NO DAMAGE, YOU'LL RECEIVE A REWARD.

Your journey toward heroism couldn't possibly be fulfilled if there weren't nasty evil beasts running amuck across the countryside. As a budding young hero, it's your moral and civil

duty to go hand to hand with each and every one of them, even if they do happen to be three times your size and particularly gross.

Battle mode begins whenever you encounter a wandering monster and either of you come in contact with the other.

note

The following moves are based on the default control pad settings.

Defensive Moves



THE GUARD BREAK MANEUVER WILL MOMENTARILY STUN YOUR OPPONENT.

- Rush Toward: Double-Tap Toward.
- Side-Step: Double-Tap Left or Right.
- Slide Backward: Double-Tap Down.
- Guard Break: From a distance, Double-Tap and hold Toward until you run into the opponent.
- Defend: Hold the ○ button.

Dagger Attack Moves



A DAGGER SPECIAL ATTACK IS THE MOST POWERFUL AND SWIFT DAGGER ATTACK.

- Overhead Slice: Hold Up and press the × button.
- Double Strike: Tap the × button once.
- Triple Strike: Tap the × button twice.

Axe Attack Moves



AXE ATTACKS ARE SLOW, BUT ANY CONNECTING AXE HIT WILL DEVASTATE YOUR FOE.

- Side Slice: Hold Up and press the × button.
- Overhead Slice: Press the × button.

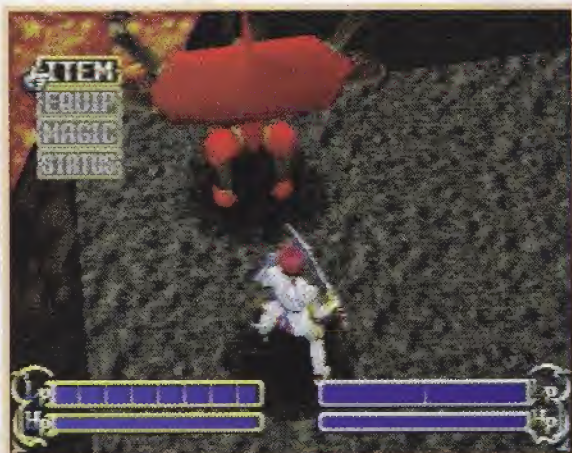
Sword Attack Moves



THE SWORD IS THE MOST WELL-BALANCED WEAPON, BEING EQUALLY QUICK AND POWERFUL.

- | | |
|-----------------|-------------------------------|
| Side Slice: | Hold Left or Right. |
| Overhead Slice: | Press the × button. |
| Double Strike: | Tap the × button twice. |
| Triple Strike: | Tap the × button three times. |

Battle Tips



A SNEAK ATTACK IS A GREAT WAY TO GET THE FIRST STRIKE.

- ★ Before battle begins, if you want ensure getting the initial attack on any enemy, approach it from its side or from behind and touch it to begin battle. You may also approach and begin battle facing it, but it won't always work if the enemy is agile.
- ★ If any enemy begins battle with you and you are not facing it or are not prepared to attack, immediately press and hold the ○ button. This way, Eon will automatically swivel toward the foe with his shield at the ready.
- ★ The most typical and best offense with any opponent is the counterattack method. Simply hold your shield up and wait until your opponent attacks, then throw your own attack and hold up your shield until your foe attacks again.
- ★ Get the heck out of the way or knock your opponent out of its attack if it begins to sparkle purple. This means it's a moment away from using a special magic strike on you and this, unfortunately, can't be blocked.

- ★ During battle, if your opponent just refuses to let its guard down long enough for you to get a palpable hit, back off and wait with your shield up. If it still won't attack, drop your shield and wait for your opponent to get within weapon distance (usually within a few steps but not close enough to attack you).
- ★ During battle, if you just can't seem to get an attack in anywhere, back off a little and then charge at the enemy using the Guard Break maneuver. If successfully executed, your foe's attack or defense will be broken and it will become momentarily stunned.

caution

This doesn't work with all enemies.

THE SIDE-STEP IS THE KEY IN FIGHTS WITH SPELL-THROWING WIZARDS AND AGILE SHIELD-WIELDING ENEMIES.



- ★ When facing an enemy with a shield, the easiest way to break down its defenses is to side-step quickly to the side opposite its shield and strike. It will have to turn toward you in time to defend and is most-often too late. This also applies to any foe with a fairly large and seemingly difficult weapon.
- ★ Any opponent's weakest side is its backside. There are only one or two enemies with the ability to roll backward, and it's awfully hard for a foe to defend its rear. This tip is most useful against those big hulking mechanical adversaries who are obviously unable to stop and turn on a dime ... er, gem.
- ★ If you know where you're going and you want to avoid getting into another encounter, watch the monster from a distance and wait for an opportunity to get safely past. You don't need to fight and defeat every monster in every area to obtain your objectives.

Weapons and Armor

Daggers

Although daggers give you the fastest attack speed, they don't do very much damage to your opponent. It's best to use daggers on slow-moving, slow-reacting adversaries. The dagger's special attacks are somewhat more effective than either the sword's or axe's special attacks because they begin with a dash forward and conclude with a jumping strike. Even if the enemy succeeds in blocking the initial strike, any counterattacks will be snuffed by the jumping strike. Try experimenting with the special attack by advancing from different distances for maximum effect.

Dirk

DESCRIPTION: Simple, lightweight dagger. Good for nimble attacks.
ATTACK: 12

Holy Knife

DESCRIPTION: Increases the probability of obtaining items.
ATTACK: 30

Executor

DESCRIPTION: Increases damage against magical creatures.
ATTACK: 20

Avenger

DESCRIPTION: Produced from a special metal; absorbs enemy's MP.
ATTACK: 45

Axes

Axes are the most powerful weapons available. However, the price for having such a strong weapon is in its striking speed; the axe is very heavy and slow.

The axe's special attacks are also slow (sometimes to the point of being completely ineffective), so they're best used on a rising enemy or against a severely slow foe whose backside is directly in front of you. Although the damage potential is high, you'll most likely get slaughtered trying to use the axe on fast-moving enemies.

Battle Axe

DESCRIPTION: Slow, but increased attack power.
ATTACK: 40

Tyrano Fang

DESCRIPTION: Gives a powerful hit with its sharp edge.
ATTACK: 80

Gaia Edge

DESCRIPTION: Blade of the Spirit King.
ATTACK: 120

Omega Mace

DESCRIPTION: Mace with sacred powers. Increased damage.
ATTACK: 18

Swords

A sword is the weapon of choice because it's so well balanced. Not only is it useful in close quarters, but the sword can also be effective for mid- to long-distance attacks because it has the ability to close in on the opponent with side slashes and multiple attacks.

The sword's special attack is also well balanced and well-suited for surprise attacks from the side or, better yet, behind the enemy. Just try not to get too hooked on using the special attack because you can be knocked out of it easily by faster-moving, more advanced enemies.

Broadsword

DESCRIPTION: Long blade sword. Quick, with good attacking power.
ATTACK: 20

Bastard Sword

DESCRIPTION: Forged wide-blade sword. Long reach with high attack power.
ATTACK: 30

Arc Blazer

DESCRIPTION: Increases damage to enemies that are weak against ice.
ATTACK: 50

Flare Saber

DESCRIPTION: Sword concealed with Fire Spirit powers.
ATTACK: 50

Valhalla

DESCRIPTION: Sword concealed with Ice Spirit powers.
ATTACK: 50

Aero Force

DESCRIPTION: Best sword to use against the Allied Spirit Army.
ATTACK: 90

Zeran Sword

DESCRIPTION: Best sword to use against the former Imperial Wizardry.
ATTACK: 95

Special Attacks

Occasionally when you find a weapon, you will also gain a special move attack along with that weapon. The special move you attain gives you the ability to use that special attack with any of the same type of weapons which you are carrying. For example, if you learn the special move "Holy Attack", you can use it with any dagger which you are carrying.

Daggers

SCREW CUT: → ↓ ← + X Button
RECEIVE WITH: Holy Knife

Axes

ROLLING CUT: ↑ → ↓ ← ↑ + X Button.
RECEIVE WITH: Tyrano Fang

CYCLONE CHOP: ← ↓ → + X Button.
RECEIVE WITH: Gaia Edge

Swords

WIND BUSTER: ← ↓ → + X Button.
RECEIVE WITH: Valhalla

SPINNING BLOW:

→ ↓ ← + × Button.

RECEIVE WITH:

Arc Blazer

Armor

Battle Suit

DESCRIPTION:

Thin partial armor.

DEFENSE:

20

Plate Mail

DESCRIPTION:

Steel armor.

DEFENSE:

30

Reflect Mail

DESCRIPTION:

Armor covered by reflective material.

DEFENSE:

28

Plate Armor

DESCRIPTION:

Armor made from alloy. Thick, but lightweight.

DEFENSE:

66

Wisdom Cloak

DESCRIPTION:

Magical armor with sacred powers. Good for avoiding enemy attacks.

DEFENSE:

54

Air Guard

DESCRIPTION:

Best armor for use against attacks from the Allied Spirit Army.

DEFENSE:

77

Zeran Guard

DESCRIPTION:

Best armor for use against attacks from the former Imperial Wizardry

DEFENSE:

87

Shields

Steel Shield

DESCRIPTION:	A small lightweight shield. No special effect.
ATTACK:	12
DEFENSE:	20

Neptune

DESCRIPTION:	Shield with special magic. Resists ice attacks.
ATTACK:	13
DEFENSE:	19

Mercury

DESCRIPTION:	Shield with special magic. Resists fire attacks.
ATTACK:	13
DEFENSE:	19

Iustection

DESCRIPTION:	Shield concealed with sacred powers.
ATTACK:	14
DEFENSE:	21

Air Barrier

DESCRIPTION:	Best shield for use against attacks from the Allied Spirit Army.
ATTACK:	12
DEFENSE:	23

Zeran Barrier

DESCRIPTION:	Best shield for use against attacks from the Imperial Wizardry.
ATTACK:	17
DEFENSE:	18

Magic

Normal and Battle Spells

Name	Description	Magic Points (MP) Used
Heal	Restores a low amount of LP Points; on par with a Dried Herb	40
Strong Heal	Restores a medium amount of LP Points; on par with a Fresh Herb	70
Max Heal	Restores all LP Points; on par with a Special Herb	100



HEAL, STRONG HEAL, MAX HEAL SYMBOL

Normal (Non-Battle) Spells

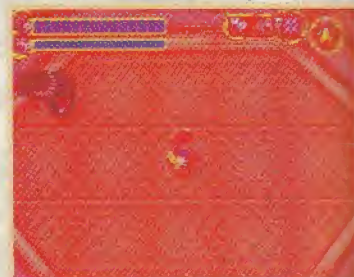
Name	Description	MP Used
Airlim Return	Returns you to the entrance of any maze; works the same as a Red Crystal	90
Evil Stop	Freezes enemies for a short time	120
Translator	Deciphers ancient letters	1
Genocide	Kills all enemies before battle is joined	250
Scanner	Detects mimics	15



EVIL STOP SYMBOL



GENOCIDE SYMBOL



Battle Spells

Name Used	Description	MP
Flame Shot	Fireball attack	15
Frost Arrow	Icicle attack	25
Guard Plus	Increases defense power for 20 seconds	30
Heat Storm	Fire wall attack	30
Power Plus	Increases attack power for 20 seconds	30
Lightning	Lightning attack	40
Blizzard	Avalanche Attack	60
Silence	Enemy magic sealed for 10 seconds	80
Thunder Blast	Lightning storm attack	80
Defenser	Disables enemy attack for 10 seconds	100
Fire Sphere	Small explosion	100
Ground Bomb	Small Explosion	100
Flare Sphere	Huge explosion	180
Granstream	Ultimate magic attack	300

magic

FLAME SHOT SYMBOL



GUARD PLUS SYMBOL



HEAT STORM SYMBOL



POWER PLUS SYMBOL



LIGHTNING SYMBOL



SILENCE SYMBOL



FLARE SPHERE SYMBOL



GRANSTREAM SYMBOL



Enemies

Guardians

The first Guardians you fight should be relatively easy to beat. They have little to offer in terms of offense or defense, so you really don't stand too much chance of being hurt.

As you progress, the advanced Guardians will begin to exhibit new behaviors, most notable being the repelling beam which takes some of your health and pushes you far away. Blocking the repelling beam usually drags out a fight, so try to sidestep whenever possible and rush in to land a few hits while they recover.

Aside from their frequent sword attacks, there really isn't much to be scared of, although their unblockable attacks can be strangely surprising. If you see a purple sparkle, either back far away or counterattack before the strike can be completed.

Finally, do whatever you can to knock their shields away. After several blocked attacks, Guardians will drop their shields, leaving them extremely vulnerable to attack. When this happens, do whatever it takes to prevent them from retrieving the shield. They'll come right to you if you get in their way, and you can take many easy shots at them when they do.

Marauders

The Marauders on the whole are probably the easiest type of enemy to defeat. While their offensive antics, such as jumping over you, can be distracting, they create defensive weaknesses that you can exploit to your distinct advantage. For example, when wielding a sword, the side slash will almost always connect with a jumping Marauder's backside.

While the Marauder's unblockable attack is more difficult to avoid than most others', it is still avoidable and gives you an opportunity to return some severe punishment if he misses you.

Aside from that, all of the Marauder's attacks are easily avoided, blocked, or countered. The Marauder's windmill attack is a great example of a bad attack—not only can you avoid it easily, but you have all the time in the world afterward to make him pay! You should always take Marauders seriously, but true mastery over them is almost certain in time.

Golems

Golems are incredibly slow, incredibly powerful creatures. Although you could dance a jig around them all day long and never get hit, you're likely to overestimate your speed and get nailed when you least expect it.

What really makes Golems different from other enemies is their ability to continue attacking while being attacked. It's entirely possible to land a hit and be struck down

moments later by an arm that was already in motion before you could stop attacking, so don't get overconfident with your speed advantage.

Keep sidestepping to get the best angle, and attack in short spurts so as not to leave yourself wide open to attack. Also, watch for that 180-degree turning strike when you are directly behind a Golem and on the attack—it's not fun! Later on, the Golems you face can unleash a devastating missile or rapid projectile fire attack, so keep your guard up at all times.

Soldiers

Soldiers are generally easy to beat, but they should never be taken lightly. What makes Soldiers so dangerous is their incredible speed. They seem much like Guardians without shields (hence the speed bonus), and possess abilities, such as healing, that the Guardians lack.

While their speedy, multi-hit sword attacks can appear devastating, they are quite easy to block and can be countered fairly easily.

Unfortunately, their unblockable attacks are quite surprising, so try not to get so overzealous while fighting in close that you forget about the possibility. Overall, just fight them carefully or you will be punished.

Lizardmen

Lizardmen are probably the most defensive-minded enemies in the game. They are excellent at blocking, and can turn away all but the most powerful sword and magic attacks.

Even if you manage to get behind a Lizardman, he can still knock you down with a 360-degree tail attack specifically designed to keep his backside well protected. If you see a Lizardman begin to sparkle purple, get ready to dodge or knock him out of it!

Some of the Lizardmen have extremely strong defense and weak attacks. These guys tend to get stuck in corners and remain rolled up in little shielded balls, totally protected until you back off and let them out a little. Some are the exact opposite and have weak defense and strong swiping attacks.

Keep an eye out for those unblockable attacks, and do what you can to avoid these fights altogether (unless, of course, you like long fights). The best weapons to use on these enemies would be Flare Saber, or, if you're in the Lava Caves, Valhalla.

Insecters

The Insecters are almost identical to the Golems, except that they tend to move more quickly while in pursuit of Eon. Their backsides are more difficult to get to than those of the Golems because they move faster, but they can still be surprised. If you can get to an Insecter's backside, that's the best place to hit. They can sometimes be defeated in only one or two blows with a successful hit to the back.

The best weapon to use on these enemies, especially in the Lava Caves, is the ice sword, Valhalla.

Wizards

Wizards are probably the most difficult enemies to defeat, if for no other reason than they're extremely difficult to track down.

When a Wizard loses a bar of health, he can still teleport to an alternate location, so keeping a Wizard pinned is a difficult task. Once you do have one cornered, never let up until he concedes defeat, and keep on the move while he relocates so that he can't show up directly in front of you (he'll never teleport to the same location twice).

Be patient while their spells take effect, blocking until a window opens for you to attack. When a spell ends, rush in and take your shots, and keep sidestepping in case the Wizard goes your way. The more times you can hit him consecutively, the better your chances of winning.

Ropers

There's not much to say about these enemies other than they're more of a nuisance than an actual threat. They pop up randomly and twirl at you from afar or swing their long tentacles in an attempt to slap you from both sides.

All you have to do is wait for a twirling attack or a slap and keep your shield up. When it's over, charge forward and keep slashing until the Roper is cowering helplessly in a corner. You may actually have to back away with your shield down just to be able to entice it back out to fight.

Mimics

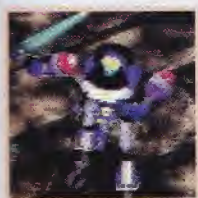
Mimics are almost as difficult to defeat as Wizards, but lose out just barely due to their more defensive nature. While they do have a potent set of offensive attacks, they also thrive on surprise and counterattacks, and standing still in front of one is just asking for trouble.

If you want to win, stay in close, sidestepping whenever necessary, and take advantage of vulnerable situations like the delay that comes after they spit several jewels at your former location. Overall, just be cautious! You might find yourself giving up a lot of stupid damage to Mimics if you play impatiently, so take your time and you will prevail.

There's a rumor that striking a Mimic in the back will sometimes kill it in one blow ...



Guardian



EPISODE: 1
LP: 1
TYPE: Guardian

High Guardian



EPISODE: 1
LP: 1
TYPE: Guardian

Fugi



EPISODE: 1
LP: 1
TYPE: Golem

Mimic 1



EPISODE: 1
LP: 2
TYPE: Mimic

Slerg



EPISODE: 1
LP: 1
TYPE: Golem

Sorcerer



EPISODE: 1
LP: 2
TYPE: Wizard

Soldier



EPISODES: 1 & 2
LP: 1
TYPE: Soldier

Death Guardian



EPISODE: 1
LP: 2
TYPE: Guardian

Slasher



EPISODE: 1
LP: 1
TYPE: Marauder

Ripper



EPISODE: 1
LP: 2
TYPE: Marauder

High Soldier



EPISODES: 2 & 4
LP: 2
TYPE: Soldier

Slack



EPISODE: 2
LP: 2
TYPE: Insector

Command Golem



EPISODE: 2
LP: 1
TYPE: Golem

Balage



EPISODE: 2
LP: 4
TYPE: Insector

Cegar



EPISODE: 2
LP: 2
TYPE: Wizard

Ice Golem



EPISODE: 2
LP: 3
TYPE: Golem

Iargo



EPISODE: 2
LP: 2
TYPE: Lizardman

Mimic 2



EPISODE: 2
LP: 3
TYPE: Mimic

Zillo



EPISODE: 2
LP: 3
TYPE: Lizardman

Stone Statue



EPISODE: 2
LP: 3
TYPE: Statue (Statue functions exactly like a Golem.)

Bazam



EPISODE: 3
LP: 2
TYPE: Insecter

Marauder



EPISODE: 3
LP: 2
TYPE: Marauder

Venom



EPISODE: 3
LP: 4
TYPE: Insecter

Head Hunter



EPISODE: 3
LP: 3
TYPE: Marauder

Grates



EPISODE: 3
LP: 2
TYPE: Lizardman

Roper



EPISODE: 3
LP: 2
TYPE: Roper

Rampage



EPISODE: 3
LP: 3
TYPE: Lizardman

Slag



EPISODE: 3
LP: 2
TYPE: Roper

Mimic 3



EPISODES: 3 & 4
LP: 3
TYPE: Mimic

Herferg



EPISODE: 4
LP: 2
TYPE: Wizard

Swordsman



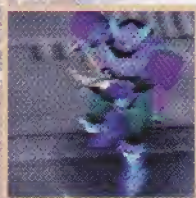
EPISODE: 4
LP: 2
TYPE: Soldier

Stormer



EPISODE: 5
LP: 2
TYPE: Guardian

High Swordsman



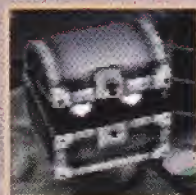
EPISODE: 4
LP: 3
TYPE: Soldier

Shadow



EPISODE: 5
LP: 3
TYPE: Guardian

Mimic 4



EPISODE: 4
LP: 4
TYPE: Mimic

Braze



EPISODE: 5
LP: 3
TYPE: Guardian

Blob



EPISODE: 4
LP: 3
TYPE: Roper

Fortu



EPISODE: 5
LP: 4
TYPE: Guardian

Wizard



EPISODE: 5
LP: 2
TYPE: Wizard

Blade



EPISODE: 5
LP: 3
TYPE: Guardian

Assault Golem



EPISODE: 5
LP: 3
TYPE: Golem

Buster Golem



EPISODE: 5
LP: 3
TYPE: Golem

Drifer



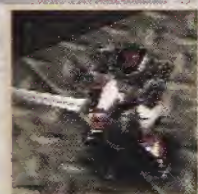
EPISODE: 5
LP: 3
TYPE: Wizard

Kijil



EPISODE: 5
LP: 3
TYPE: Wizard

Royal Guard



EPISODE: 5
LP: 4
TYPE: Soldier



Items

There are numerous items that you will find, buy, be given, and use throughout your travels. Most of the items listed below have many different uses, but others have absolutely no use whatsoever.

Healing Items

Name	Description	Cost
Dried Herb	Restores a low amount of LP	60
Elixir	Restores LP when LP is gone	5000
Fresh Herb	Restores a medium amount of LP	100
Special Herb	Restores LP completely	150
Fruit of Venatawa	Korky's favorite fruit, he restores LP	70
White Crystal	Restores LP randomly with power of light	100

Magic Restoring Items

Name	Description	Cost
Black Crystal	Restores MP Points randomly with power of darkness	150
High Potion	Increases MP by 180	250
Low Potion	Increases MP by 70	100
Rare Potion	Increases MP by 400	500
Miracle Fruit	Restores MP to 999	N/A

Other Items

Name	Description	Cost
Amulet	From Afto, it protects you from evil	N/A
Angel Feather	Feather sealed with magic escape	100
Book of Ocarina	Song Book for the Ocarina	N/A
Bronze Piece	Bartering object (4-1)	N/A
Coral Necklace	Belongs to Laramee	N/A
False Treasure	Worthless decoy jewels found on the <i>Gude</i>	N/A
Fishing Equipment	Found in Pikshim's watch tower	N/A
Gold Piece	Bartering object (1-1)	N/A
ID Cards 1 and 2	Gives you security access within the <i>Vangel</i>	N/A
Key Card	Key to open the door in the center of the Imperial Wizardry	N/A
Life Element	Greatly restores LP and MP	1500
Life Stone	Moderately restores LP and MP	N/A
Magic Rock/Obsidian	Collected from Icy Corridor	N/A
Moon Stone	Found in Kilia Shrine, opens up the stairway when used with the Star Stone	N/A
Neutralizing Solution	Medicine which counteracts poison gas	N/A
Panther Eye	Detects mimics	50
Prison Cell Key	Opens up a locked cell door	N/A
Sacred Stone of Kilia	Opens up the shortcut stairway for return visits to the Kilia Shrine	N/A
Silver Comb	Belongs to Arcia	N/A
Silver Piece	Bartering object (2-1)	N/A
Soldier's Note	A farewell letter to a lost daughter on Volcos	N/A
Source of Power	When found, increases your LP meter by one	N/A
Star Stone	Found in Kilia Shrine, opens up the stairway when used with the Moon Stone	N/A
Stone Tablet	Collects the seals of the four Spirit Kings	N/A
Sulfuric Acid	Chemical used in Ziruas' cell destruction potion	500
System Card	Used to start the elevators in the Imperial Wizardry	N/A
Tea Set	Valos' Tea Set	N/A
Wind Crest	Found in the Wise Men's Cemetery, it opens the locked doors leading into the Wise Man's Ordeal	N/A
Wind Orb	Given to you by Arcia's father, Zora	N/A
Youth Troop Emblem	Given by a boy in Pikshim	N/A

Episode One

Walkthrough

Valos' House

After the difficult task of slicing off land in an attempt to slow Shilf's descent toward the ocean, you and Valos arrive at your modest shack at the mountain's base.



Valos is very concerned and confides to you that he is worried the end is near. The stone he used to try to lighten Shilf was unfortunately the last. As you follow him into the house, he tells you about the other three floating continents: Volcos, Aquas, and Zephre. Valos wishes to discuss the matter further, but over a cup of tea.

1. Go to the chest at the foot of the bed and get the Tea Set.
2. Walk to the stove on the west side of the room and use the Tea Set.

Because it will take time for water to boil, Valos continues to speak with you. He reveals that there is a chance that Shilf can be saved. He tells you that the disappearance of the Wise Man Zora, the servant of the Wind Spirit, triggered Shilf's descent. Maybe the secret to saving Shilf can be found in visiting Kilia Shrine.

Suddenly, a young boy bursts through the door! The boy, Ray, hurriedly explains that the tavern owner's son, Roddy, has disappeared. The only clue to Roddy's whereabouts is his shoe. After a moment's thought, Valos decides he can find Roddy by using "the Magic of Locating" with the shoe. He quickly opens a secret passageway through his bookshelf and descends the ladder.

3. Even though Valos warns you not to follow him, go down the ladder.
4. Step onto the teleporter to follow Valos.



Wise Men's Cemetery (1B1)

Valos is obviously upset that you've disobeyed his orders, but he understands when you explain that you thought he could use your help. It is then that you both notice the curious pile of scrap metal to the left. Valos then suspects that you are both standing at the Wise Men's Cemetery.

5. Search the pile of scrap metal.

As you touch the metal, your Scepter glows! A strong feeling overcomes you, and a soldier's weapon is imprinted in your mind! Valos determines that there is magic in your Scepter and reveals that you were wearing it when he found you.



6. Follow Valos west to the Green Crystal. This would be a good time to save your game.



7. Travel directly north until you come face to face with the Guardian blocking the doorway. It's time for your first battle!

8. Go north through the doorway and check the glowing green orb in the west.

A strange voice speaks to you. It tells you that you are in the Wise Men's Cemetery and must pass a test. You must now turn and fight the Guardian approaching you from behind!

When the Guardian falls to the floor, the voice speaks again. It's the voice of Zora, the Wise Man of the Wind Spirit. He wants you to take the Wind Orb to his daughter, Arcia, and help her to save Shilf. As you take the orb, Valos returns with young Roddy. He marvels at your new armor and the power of the Scepter. He concludes that it is one of the legendary weapons. Valos transports you and Roddy back to the Town of Arona.



Town of Arona (Night)

When you arrive in Arona, Roddy runs to his father, who is waiting outside the pub.



9. Go the pub entrance and talk to Roddy's father, Dougal. Dougal runs the pub called Bonnie's.

Dougal rewards you for returning Roddy by giving you some Dried Herbs and freshwater fish which restore your health! As you eat and relax, you listen to the scuttlebutt and learn that a battleship called the *Vangel* is keeping business fairly poor for the Apothecary. The

Desbat pirates have been docking at Shilf to get supplies from Dougal lately, and they've made a treaty with the Imperial Wizardry.

Church Chapel (Night)

10. Go to the Church and talk to the old lady next to the pulpit.

The old lady does not know where the Priest is and is wondering why he is acting so strangely.

Town of Arona (Night)

11. Walk down the stairs in front of the Church and talk to the drunk.

The drunk tells you about a strange noise he heard in the church. When he asked the Priest about it, the Priest apparently didn't have an answer.

Church Chapel (Night)

12. Return to the Church and talk to the Priest.

As you enter the church, you notice a secret panel being closed behind the pulpit. The Priest is surprised to see you but is gracious enough to offer you boarding at the church this evening. He is also strangely surprised when you show him the Wind Orb and makes a hasty exit.

13. Search the panel north of the pulpit and go down the steps. So this is what the Priest was hiding!



14. Pick up the Silver Comb on the desk.

As you touch the lock of hair in the comb, you suddenly see the image of Arcia. There's a noise behind you and you realize the Priest has caught you snooping. Luckily, he knows you well enough to trust you with his secret. He had been hiding Arcia in this room until the Imperial Wizardry kidnapped her and took her aboard the *Vangel*. You realize what you must now do.



Town of Arona (Night)

15. Return to the pub and talk to Dougal, who is standing in front of the door.

Inside the pub, Dougal offers to help you because you saved his son's life. The plan is to put you into a chest and let the Desbat pirates carry you onboard the *Gude* with the rest of their supplies.

16. Open the chest outside the pub's door.

The Gude



After being loaded into someone's room, you climb out of your hiding place. There's a girl in the shower! And then a moment later, a strange bird is flapping in front of you and telling you to duck. Meet Laramee and her Spirit Beast, Korky. She wants to strike a bargain with you. If you can find and bring Laramee the finest jewel on the ship, she won't turn you in. Korky hides in your pocket to help keep you out of trouble during your exploration.

Gude Passageway

17. Head south to the storage room and search the crate to the right of the Green Crystal to pick up the False Treasure.

18. Search the chest in the southeast corner. Take a jewel.



19. When Korky decides to take the heat for you when you open the booby-trapped chest, walk up the steps and wait on the balcony for Korky. Return to the chest and search it again, then return to Laramee's room.

When you use your Scepter to reproduce a giant jewel, Laramee is impressed with your powers and decides to aid you in your mission to save Arcia.

20. Step into Laramee's shower and examine the towel on the wall.

Vangel Battleship Deck

21. Head through the north door onto the cargo lift and activate the control panel.

Vangel Passageway

22. The doors to the east and west are locked, so go through the door to the north.

23. Through the next door are a pair of elevators. The right one doesn't work, so take the left to the Second Floor.

Second Bridge

The moment you get off the elevator, a Soldier getting off the opposite elevator catches you! He is trickier than your previous adversaries.



24. In the northeastern chamber, you find a Green Crystal next to a pile of crates. Use the silver chairs to step up onto the crates, then follow your crate walkway around into the room to the east with the chest. Walk up the ramp to the chest containing the weapon called "Dirk".

25. In the northwestern chamber, you must fight the Soldier to obtain the Prison Key.



26. Use the Prison Key on the locked door to the room to the south.

Finally, the momentous occasion has arrived. You meet Arcia, the descendant of Zora. This is the girl who is going to help you save the four continents. As you mull this thought over, a bright light appears behind you to announce the presence of Zora's spirit. He explains to you both the Wind Orb's purpose in the

lifting ceremony. Furthermore, he tells you that the Imperial Wizardry is seeking all four orbs in order to gain control over Airlim, the magic control tower. Arcia is the only hope for saving the continents from certain destruction at the hands of the Imperial Wizardry. Just as suddenly as the spirit appeared, it disappears. It's now up to you to get Arcia safely back to Arona.

27. From the cargo lift, walk to the southwest door and look through the crack.



The Desbats are out on the deck, captured by the Imperial Soldiers. As you survey the situation, you're startled by a voice directly behind you. It's the Desbat captain! He wants to know how you found the other three orbs.

"Who said we found them?" you protest, trying to understand where this man's loyalties lie.

"I've been informed of every move you've made, and now it's time for me to make mine. I've got them all!" he says mockingly, holding the remaining three orbs aloft.

He drops them to the floor and you hear Arcia cry "No!" as you both dive for them, only to see them crack and shatter under the Desbat pirate's boot. He explains cruelly that he has restored nature's order and prevented both of you from obtaining the orb's powers by destroying them. Even through Arcia's protests, the captain maintains with a note of sorrow that you both would've been like all the rest, saying that you won't become corrupt and then doing just that. He leaves you with an open door, telling you to leave, that you are free to go. He chillingly adds, "One's destiny cannot be manipulated!"



28. Examine the Orb Pieces on the ground. Then examine the door left open by the Desbat captain.



Korky bursts through the door next to Arcia and explains that you must make your escape now while the Soldiers are busy fighting the Desbats. Laramee meets you on the Deck, and after a hasty introduction, you watch as Korky becomes the large Spirit Beast who will whisk you all to safety. Before you can make it back to the *Gude*, a voice speaks to you!

"Welcome! Ye who possess the four magic orbs hold the key to Airlim!" And before you can say "Airlim", you're all whisked straight toward it.

Airlim



Your introduction to the mighty Airlim is very sudden, and everyone has a question. Yours is the most important: How can we save the continents?

"On each continent, there is someone who has inherited a Lifting Verse. And if that verse is recited on the Spirit Altar, the land will be lifted."

Airlim can tell you no more, but you all decide that a search for the Lifting Verse on Shilf is the next step. When you ask Airlim to take you to Arona, Airlim teaches you the spell called Airlim Return.

Entrance to Arona

Arcia is grateful for your help, but Laramée is quick to point out that the Imperial Wizardry threw her into the rescue against her will. With that curt remark, she is through the gates and gone. This only saddens Arcia further, but she decides it would be best to let it go and proceed to the Church. Korky, having been starved since shortly before your arrival on the Gude, wants nothing more than a Venatawa Fruit from the pub.

Town of Arona (Day)

29. From the gate, walk east and talk to the girl in the pink dress.

Phyrea plays her Ocarina for you and suggests that you look at the Ocarina book in the Elder's House.

30. Visit the Curio Shop.

The owner of the Curio Shop lets you hold his most prized possession, an antique Battle Axe. Suddenly, the Scepter glows and memorizes the weapon! You now have the ability to use this Battle Axe in combat.

31. Visit the pub.

Apparently, Korky and Dougal go way back. In fact, Dougal even knows that Venatawa Fruit is exactly what Korky needs. After he eats and you both leave the pub, Korky is able to restore your health!

Church Chapel

32. Meet Arcia at the church.



The Priest couldn't be happier to see you and Arcia back safe and sound. He feels that it is time to tell Arcia the truth about her father.

"Sadly, your father, Zora, was murdered by the Imperial Wizardry. Forgive me for keeping this secret from you. I had promised your father that I would wait until you were old enough to carry on the destiny of the Wise Men. The Wise Men must re-energize the orbs in order to keep the lands floating. You are a descendant and thus this destiny is yours now."

Arcia understands what she must do, but her task cannot be completed alone. It is clear why you and Arcia have been brought together.

Elder's House

33. Go to the Elder's House, take the Ocarina Book, and speak with the Elder.

The Elder smiles kindly at you as he sees the concern for Valos on your face. He feels it's time for you to learn the truth.

"It was during a time when we still had many airships. You had been abandoned in front of a church. I had no idea why you had the Scepter ... I brought you to my home. A few years later, Valos took you into his own family. He had lost his son in an accident ... That is why he brought you up like you were his own son."

The Elder suggests that you go to Kilia Shrine, but should first visit Valos' House. As you leave, Arcia follows and asks to come with you. You know you must keep her safe, so taking her is without question.

Inside Valos' House

34. Go to Valos' House and open the door.



Valos is no longer here, but he has left a note for you:

*"Dear Eon,
According to my research, the secret to saving our land lies in the Wise Men's Cemetery. But in order to find it, I must enter the Kilia Shrine located at the top of the mountain. I am about to leave for the Kilia Shrine. There are many more things I wanted to teach you ... Unfortunately, I have run out of time. From now on, you're on your own. But here is some advice: It is about the Green Crystal that you carry on your arm. I believe that it is the ancient magical Scepter lost*

a long time ago. Whoever owns it has the ability to duplicate certain items. Even decayed or broken items can be replicated in their original form. Although you cannot reproduce life, it allows communication with the deceased ... I didn't think that it still existed, and I'm not sure why you have it. You deserve it. It was an honor to raise you as my son. When you risked your life to save those birds, I realized how much you deserve a future, too. I am on my way to ensure that you will have a chance to for a long and prosperous life. Should I not return, please be strong ..."



Entrance to Kilia Shrine

Arcia remembers being brought here as a child. She saw it for a moment before being struck by a bolt of light. Strangely, when you try to climb the steps, the same thing happens to you.

35. Go down the steps to the west and through the doorway.

Kilia Shrine

This place gives you and Korky the creeps. You can hear a faint shuffling just slightly to the east, past the Green and Red Crystals marking the entrance to the shrine. A battle with something subhuman seems inevitable.

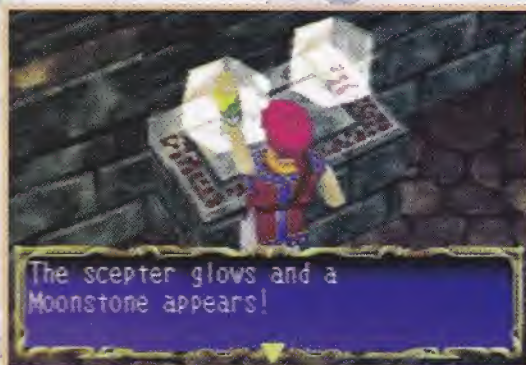
36. Make your way to the Sacred Stone of Kilia. Use the Scepter to memorize it.

37. Jump into the Bottomless Hole.

Cliff Cabyrinth

38. Here you will find the Star Stone. If you pick it up, the door to the east will be sealed. Don't pick it up. Instead, let the Scepter memorize it.

39. Face the altar here and stand on its right side. Activate your Scepter's memory, and it'll recreate the Star Stone here.



40. Next, you'll find the Moon Stone. If you pick it up, the door to the west will be sealed. Don't pick it up. Instead, let the Scepter memorize it.

41. Face the altar here again, but this time, stand on its left side. Activate your Scepter's memory, and it'll recreate the Moon Stone here.

42. As you solve the Moon and Star Stone puzzle, the mysterious stairs in the center of the room lower for you. Take them down ...

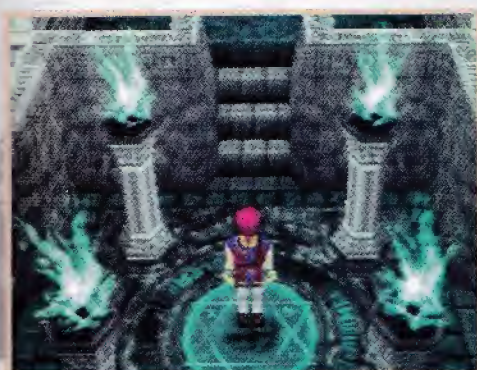
43. To get the two moving platforms to stop, step on the semi-camouflaged button on the floor. Wait until the platforms meet to form a bridge before stepping on the button.

44. Before you can solve the Ocarina Puzzle, you have to fix the giant gears. The gear on the right is broken, and the gear on the left is missing. Let the Scepter memorize and fix the broken gear on the right side, then step a little to the left and let the Scepter replace the missing gear on the left side.

45. Each set of windows must be opened or closed in order to mimic the Ocarina song in the book you took from the Elder's House. The left window must be closed, and the right window must be open.

46. Both windows here must be closed. (You shouldn't have to alter them.)

47. This window's left window must be open, and the right window must be closed.



48. At this window, both windows must be open. You should hear a melody blow through all four windows now, and the teleporter in the middle of the room will activate. Step onto it to continue into the next area.

49. Search the chest for a Decayed Crest. The Scepter will restore it to its original state, the Wind Crest.

50. Take the stairs down to the next area.

Wise Man's Ordeal

As you enter the room, a voice speaks, "Welcome to the Wise Man's Land. My name is Zora. I will ask you three questions to test you. Whether I give you the Lifting Verse or not depends on your answer."

51. Question One: "How does a man achieve true success?
If it is by achieving wealth ... Go through the left door.
If it is by overcoming hardships ... Go through the middle door.
If it by achieving both ... Go through the right door."
The answer is "by overcoming hardships." Go through the middle door.



52. Through the middle door, you encounter a closed door and a lighted panel. Touch the panel and, simultaneously, the closed door opens and a trap door under your feet opens up. The long room you drop into has a treasure chest at the north end. Retrieve the Source of Power inside the chest, then return to the now-open door and proceed to the next closed door and lighted panel. You'll repeat this step (opening doors and falling through trap doors) several times before moving on to the next question. In effect, you'll have to "overcome many hardships."

53. Question Two: "What is most important in life?
If it is Love ... Go through the left door.
If it is Money ... Go through the middle door.
If it is both ... Go through the right door."
The answer is "Love". Go through the left door.

54. Through the left door, you will be trapped in a rather large empty room. Wait for a few seconds. Zora's ethereal voice echoes, "How did you feel when you were all alone in this room? Love is difficult to define, but that doesn't mean it's not real. Acts of kindness may involve sacrifice. Remember that."

55. Question Three: "What quality should you cherish most in a child?
If it is health ... Go through the left door.
If it is honesty ... Go through the middle door.
If it is good looks ... Go through the right door."
The answer is "health". Go through the left door.

56. Through the left door, you'll find a child who says, "I'm practicing to become a runner. I'll run three laps. Please watch me!" Don't get in his way. Instead, patiently wait as he runs around the room three times. Zora's voice will let you know it is time to move on. When you appear in front of a glowing altar, approach the altar to learn the Lifting Verse.

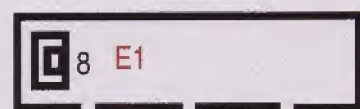
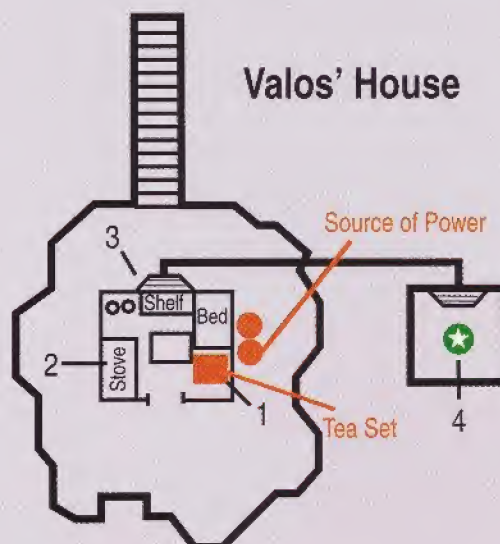


57. Now that you've obtained the Lifting Verse, you must face the Wind Spirit. The time has come to climb either set of stairs ...

Maps

episode one

- = Barrels
- = Chests
- = Save
- RTE=Return to Entrance



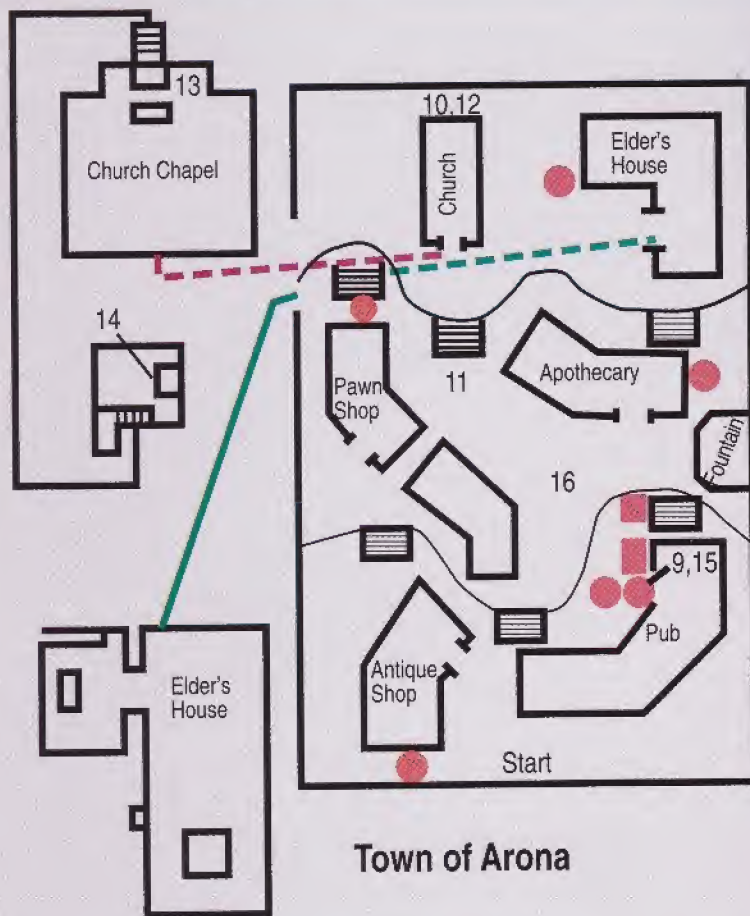
Wise Men's Cemetery

Green
Crystal

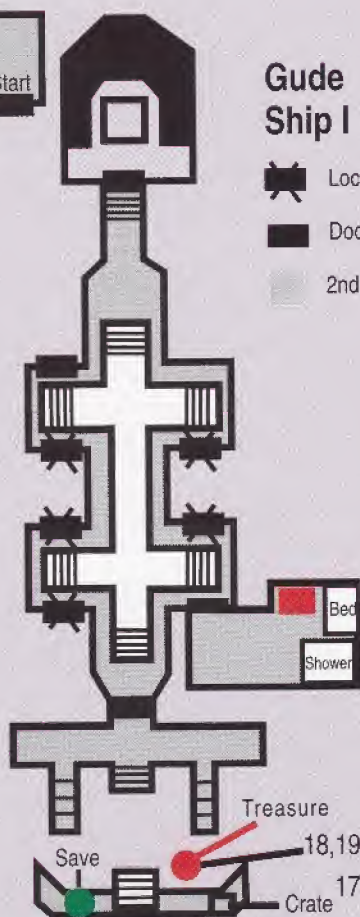
6

Enemies
E1 = Guardian




Begin



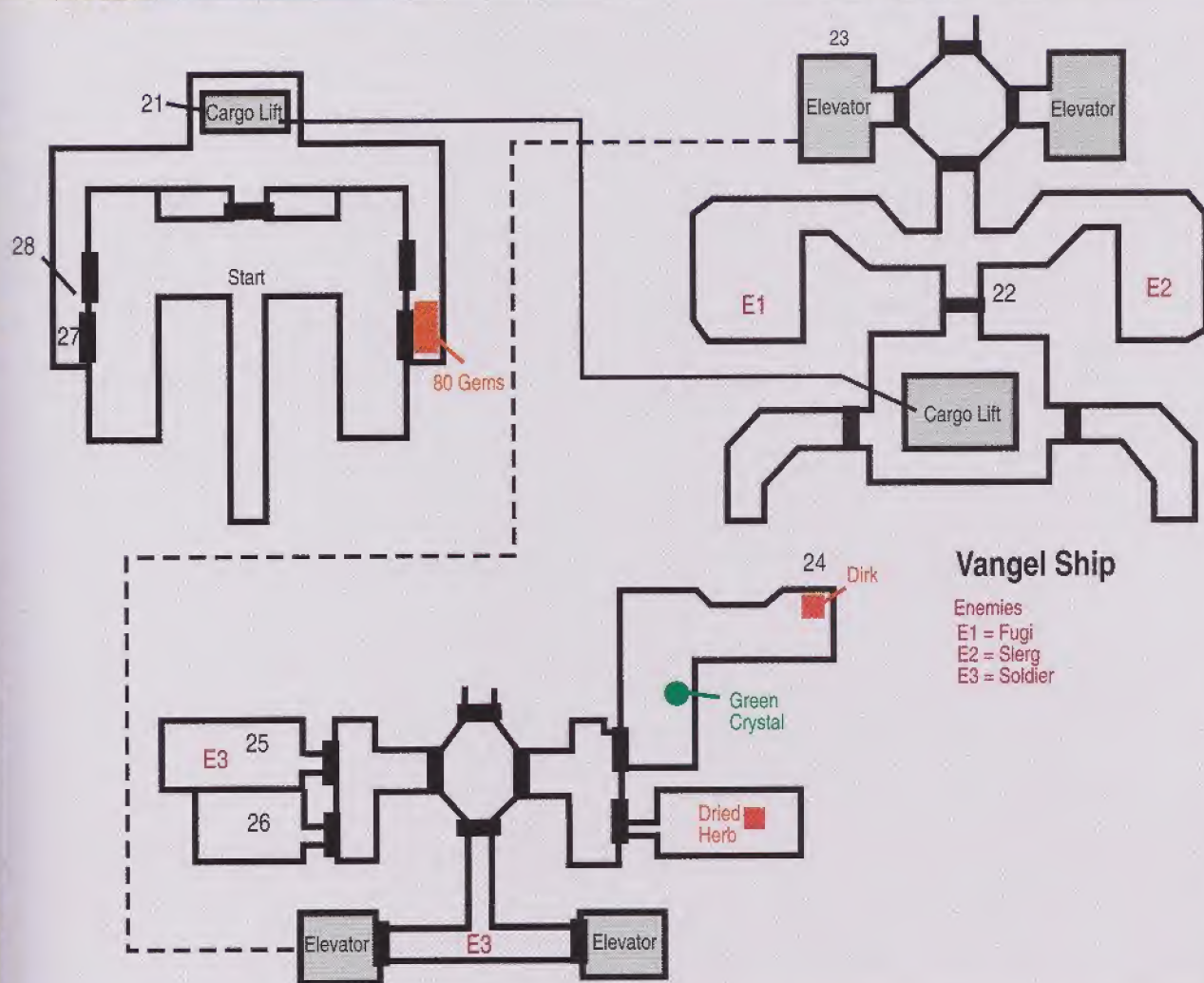
20 Laramie's Room

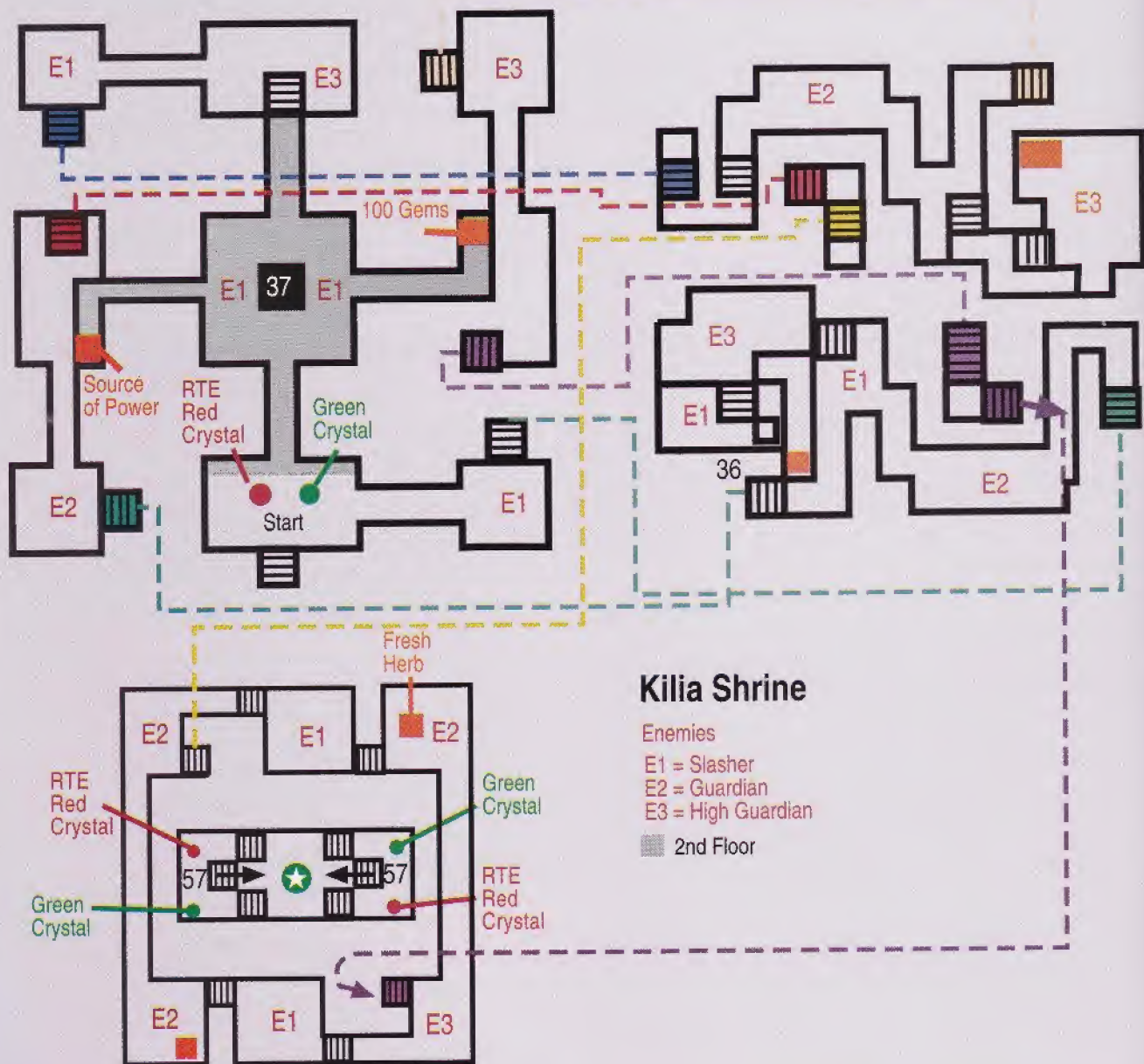


Gude Ship I

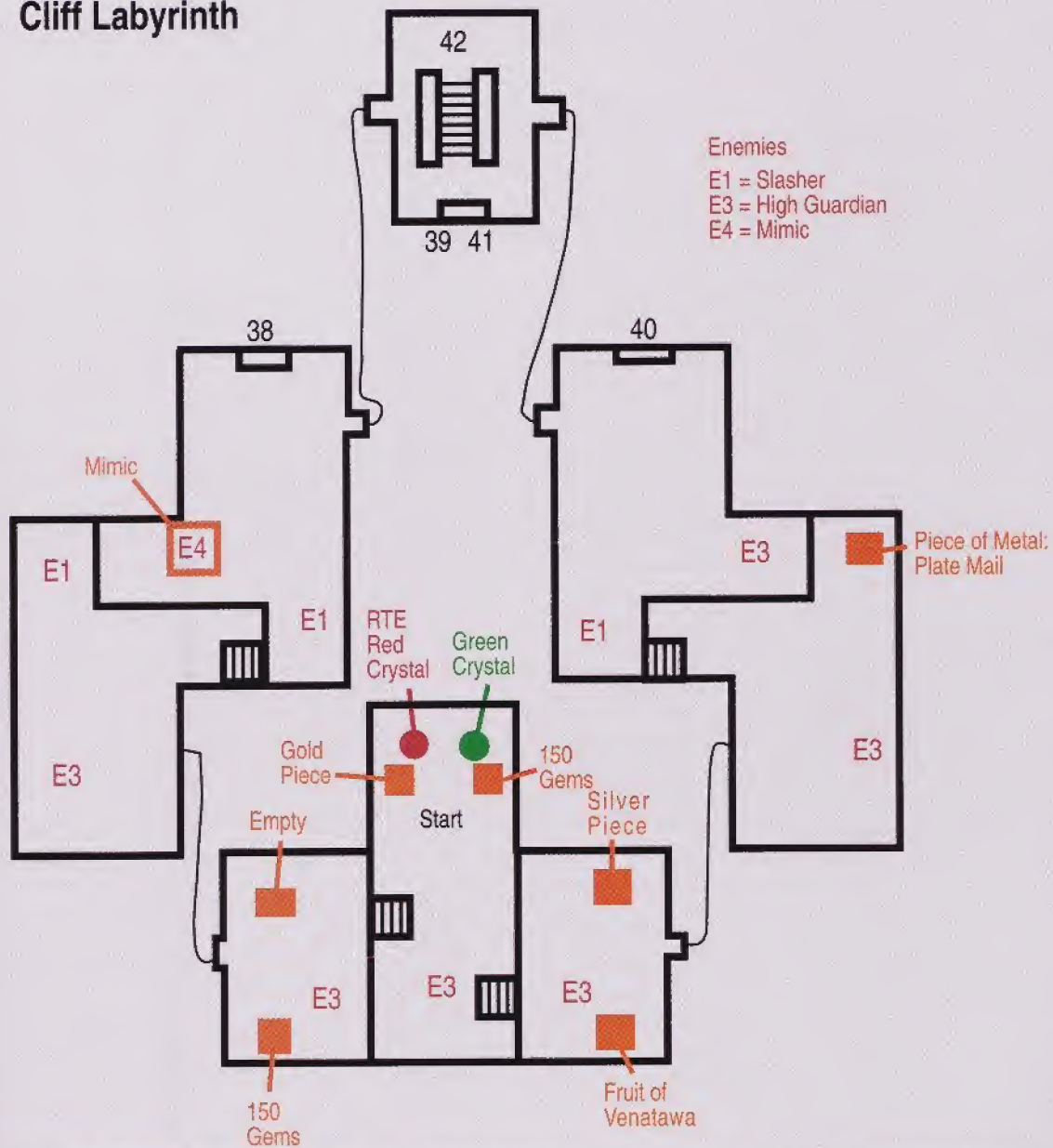
-  Locked Door
-  Door
-  2nd Floor







Cliff Labyrinth



Cliff Labyrinth II

Start

Empty

E5

E3

Gold Piece

43

E5

47

Gears

44

48

46

45

80 Gems

E3

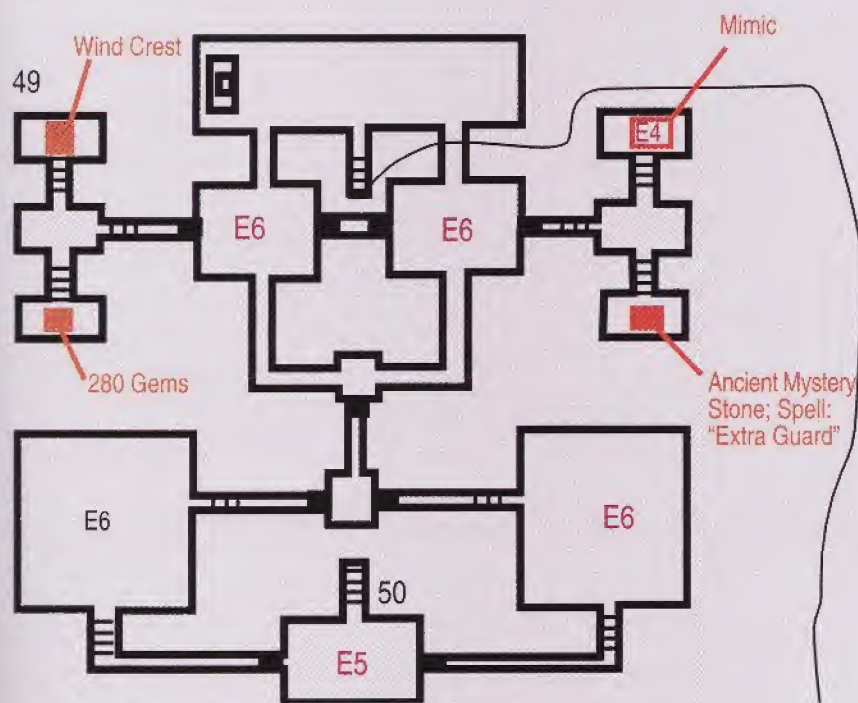
Angel Feather

E3

43

E5

Enemies
E3 = High Guardian
E5 = Sorcerer

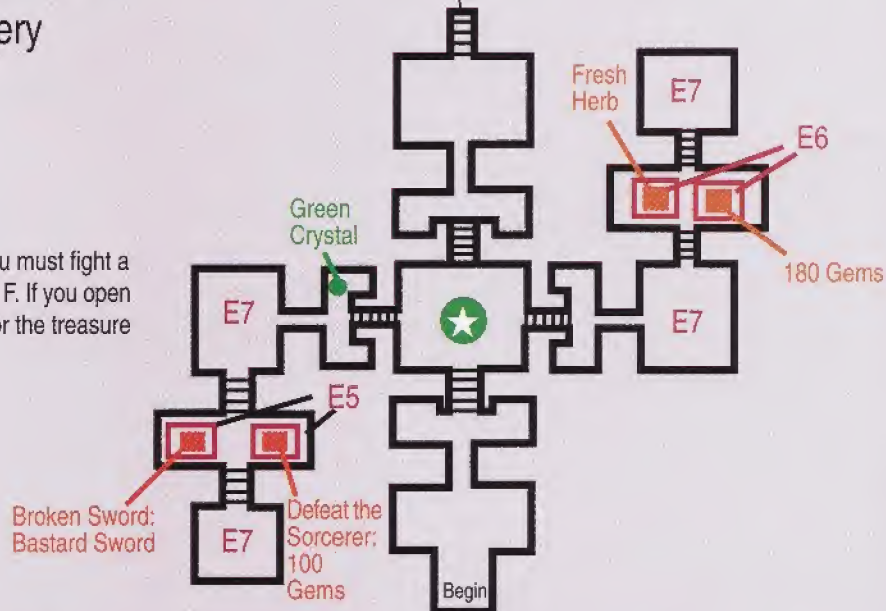


Wise Men's Cemetery

Enemies

- E4 = Mimic
- E5 = Sorcerer
- E6 = Death Guardian
- E7 = Ripper

E,F,G,H: If you open E or F, you must fight a Sorcerer for the treasure in E & F. If you open G or H, you must fight Death for the treasure in G & H.





Boss-Boldrang

Boldrang is a formidable foe, but you can block all but one of his attacks with your shield. Therefore, remember to keep your defenses up.



To do any damage to the boss's head, you must first disable its hands. It really doesn't matter which one goes first, but try to concentrate on one hand at a time to speed up the process.

As you maneuver to attack, Boldrang may balance on its nose and enter a trance-like state, causing many large blocks to fall from the ceiling.



Protect yourself from the falling blocks with your shield, then rush in and counterattack before it can defend itself again. When in close, block! Although most times you'll only be pushed back by a harmless force, Boldrang's claws can really hurt you, especially if they push outward and catch you.

As you continue to fight, especially after you disable Boldrang's hands, remember to stay on the move. If you see the white spot on its head flash, immediately side step!



If you're too slow, you'll get caught in a force field and will remain stuck until it wears off or Boldrang charges you. It can do this at other times (it begins deceptively,



but it pauses noticeably before trying it), so just remember to dodge around unpredictably when not attacking.

If you manage to dodge a charge, quickly rush up to Boldrang's unprotected backside and let him have it! Just be patient, and you can win this fight with barely a scratch (albeit a deep one).

Episode Two

Walkthrough

Town of Arona ~ Elder's House



The Wind Orb has been recharged, and Shilf has been saved. But even though everyone has reason to celebrate, your heart sinks when you think of Valos.



You find yourself paying a visit to the Elder. As always, he shares his wisdom with you.



"Your fate, the future of this continent, and his fate were all interconnected. Take this example, Eon. This flower will soon dry out. But its life will still carry on. Valos followed his own destiny. As a result, you were able to accomplish this incredible task. Everything that has happened occurred for a reason. We can't change even one of those things without disrupting our destiny. As you grow older, you will begin to understand. Go home and remember what Valos taught you. It will help you decide what to do."

1. After stocking up on healing herbs, magic potions, and other good items from the Apothecary, head for the town gate.

2. Laramee and Arcia wait for you in the safety of Airlim while you head for Valos' House.

Your home brings back memories and important lessons.

3. Check the stove.

One lesson in particular about one's purpose in life comes to mind. You realize its importance to your mission now.

"Each creature plays its own part. Every person is here to fulfill his destiny. You will understand your destiny as you get older. And if you follow that destiny, you are sure to find happiness."

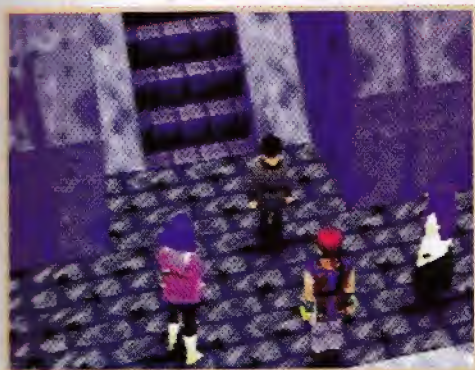
Airlim

4. Return to Airlim.

You understand now what Valos meant. You explain this to Arcia.

"Valos always said, 'We all have a higher purpose to serve.' It must be fate that brought me here."

Aquas - Entrance to Pikshim



5. On the continent of Aquas, go to the Town of Pikshim.

Just as you notice that it's getting dark and the three of you need to find a place to stay, a boy by the name of Afto appears and offers you rooms at his house.

The Consulate

6. Follow Afto to his house, the Consulate.

As you settle down for the evening, worrisome thoughts weigh heavily upon each member of your group. It is a fitful night of sleep for everyone.

With the arrival of dawn, you wonder what this new day will bring ...

Even though Afto's kindness gave Laramée a place to sleep, her cantankerous attitude is no better when the sun comes up. She makes a hasty exit to go explore the town. Arcia gratefully thanks Afto for his generosity and leaves in search of any information she can get about the Wise Men.

Town of Pikshim

7. As you explore town, you'll want to talk to the woman standing next to the Church.

8. Visit the Church.

Strange ... Laramée is already here! She's been talking to the Priest about this town's strange religious beliefs. Apparently, half of the townspeople are followers of a cult-like group led by a woman named Selela.

9. After speaking with every person in Pikshim, find Arcia talking to a youth in the lower west corner of the town. The boy thinks that if you are looking for the Wise Men, you should see Selela because she qualifies as a Wise Man. Talk to him and say "Yes" to each of his questions.

Kels' Cave Entrance

10. Follow Arcia into the Kels' Cave and tell her "Yes" when she wants you to go with her into the meeting.

Kels' Cave

11. When you have finished exploring the Kels' Cave, return to the boy and tell him you're ready to go to the meeting.

Meeting Hall



The meeting is already in progress when you arrive. Selela's voice carries to the back of the meeting hall, "This world is about to perish, but we have found our savior, Levante. We are the chosen few who will be resurrected in the new world. Now is the time to unite us in prayer!"

The youth speaks up, "I have brought you two new members, Arcia and Eon."

Believing that you are both Kel believers, Selela continues with her message. "The world is tainted by ungracious inhabitants. This world is finished!! Levante will bring our pure souls to the new world. The others will be left to die. For now, we must try to avoid contact with these pests. They may try to lead us away from the path made by Levante. It is time to unite and thank our savior, Levante, the almighty!"

Arcia steps forward and speaks before Selela can finish, "What you are teaching them is wrong! You are telling them that if they don't believe, they're dirty!"

"Well, it's true." Selela replies coolly. "If one does not pray to Levante, they shall not be resurrected into the new world."

Arcia cannot let this happen and an argument ensues. Unfortunately, the Kels are not as peaceful and loving as they say they are. The next thing you know, you and Arcia are being carted away.



Retribution Stratum

If this is Kelsian hospitality, you don't want any part of it. Your head hurts as you pull yourself up from your prison cell floor.



12. Check the cell door once, and then check it again to initiate a conversation with Arcia.

Arcia speaks softly to you from the cell across from yours, "Eon, I didn't mean to get you into trouble like this. I'm so sorry!" Her hands come up to her face as she begins to sob.

"It's alright, Arcia," you say reassuringly through the bars. "She was making her followers believe that foolish reasoning. I would have said something if there

weren't so many of them. You didn't do anything wrong."

Before you know it, another voice is interrupting you both.

"Ha ha ha! You are new here! It's time for work. Stand by the door!"

13. Turn the corner and enter the next area through the door to the north.

Earth Stratum

It turns out that the price for not believing Seleta's words is to pick Obsidian out of the rock walls.



14. Examine the perimeter of rock wall and pick up ten pieces of Obsidian.

When you've got ten pieces, speak to the guard at the south door and return to your cell.

note

You'll find a "Source of Power" hidden in the wall somewhere. It's randomly placed.

tip

Find a place in the wall that says "You don't see anything." Keep checking that same spot until you find a piece of Obsidian, then move on to the next spot.

Retribution Stratum

With some encouragement from the guard, in the form of a rough shove, you find yourself back in your cell again. You curl up in a corner of your cell, exhausted. Before you know it, it's morning and the guard is at the cell door. It's time for you to get to work again.

Earth Stratum

15. Examine the entire perimeter of rock wall and pick up another ten pieces of Obsidian. As before, tell the guard at the south door when you've finished and return to your cell.



As you slowly make your way back to your cell, a sudden shuffling noise startles you. You turn and are shocked to see Afto right behind you! He's sorry about what has happened to you. He thinks you were brought here because of him. This is a puzzling statement, but you let it pass. As Afto speaks with Arcia, one of the Kel guards surprises you both.

"You should not socialize with these evil souls! Your mother gave the orders, so you'd better abide by them!"

As you enter your cell and the guard leads Afto away, you marvel at how this sweet boy could possibly be Selela's son. Another night passes.

You wake up to the sound of Arcia's cell door creaking open. The guard is taking her away! You've got to get out of here, fast!

16. The guard in the southwest corner has fallen asleep. He holds a master key ring. You'll need it to set Arcia free! When Korky asks if you want to pick up the first key say "No". Say "Yes" to the second key. Thanks to your Scepter, you can memorize the key without waking him.

17. The guard at the north door has fallen asleep.
Make your escape!



Heaven Stratum

18. Search this door and, with your Scepter's help, open it and go on through.

Magical Cabyrinth 4

19. Work your way down to the fourth level of Magical Labyrinth and defeat the Soldier to obtain the Prison Key.

20. Use the Prison Key on each of the locked doors.

21. Arcia is locked behind the High Soldier in this cell. He may sound intimidating with his "fight to the death" litany, but no worries! He's just like all of the other High Soldiers.



It turns out that the High Soldier didn't have a key! Your only hope is in returning to town to find Afto. As you head back around the corner, speak of the devil, there's Afto! He's holding his head because a Soldier tried to attack. Luckily, he was protected by the amulet his father gave him. Then, luckily, he hands you the Cell Key! Even though it is broken, the Scepter is able to repair it.

You and Afto set Arcia free and return to town. He wants to talk to his mother and try to change her mind.

"I know that her religion is very important to her, but I don't think they should lock people up for objecting to her ideas."

Town of Pikshim



Just as you are about to follow Afto into town, Laramee shows up to give you some bad news. She leads you to a boy who has obviously been injured. The boy tells you the town youth attacked some of the local boys for apparently no reason! He heard them say something about taking a hostage. You must find out what's going on, this is madness. The three of you head for the Consulate in search of some answers!

The Consulate

As you and Arcia discuss the possibilities, Afto's grandmother Gizela bursts into the room. The youths of the town have captured Afto and taken him to the tower! You must go find out why and save him!

The Guard Tower

22. Make sure to go to the Church first and save your game. When you're ready, go to the Guard Tower.

The very thought of harm coming to Afto makes you run even faster. You sprint to the Guard Tower, where you find Arcia waiting for you.



"Oh, Eon! Afto is being held captive in the Guard Tower!"

23. You go to the door and as your hand reaches for the handle, there is a loud scream ...

24. Speak to Arcia.

Laramée appears, dagger in hand and ready to slice through anything that gets in her way. Arcia protests, but Laramée is unwilling to listen as she holds her dagger high and tries to move through Arcia to the door. In one quick movement, Arcia reaches out and grasps the



dagger's blade in her bare hands. Laramée's face pales and you gasp, "Arcia!" Bright red drops of blood fall silently to the floor as Arcia's vision blurs behind watering eyes. She shakes her head and, pulling the dagger out of Laramée's hands, says, "Blood is the blade's language!"

After a moment, Arcia turns to the door and tells the youths that she is a "Kel believer" and must talk to them. Believing that Arcia can be made an "example of" right along with Afto, they throw open the doors. Arcia enters and disappears.

25. Go through the door to the north and up the stairs after Arcia.

Arcia enters to room first room as several youths drag Afto into the room to the west. "You don't look like a member of the Kels!" one youth exclaims.

"No ... I'm not a Kelsian," Arcia replies quietly. "I'm here to try and save Afto. You must not carry out this horrible plan. He's an innocent boy!"

The youth in the blue cap responds hatefully, "What do you know about this? You're a stranger! If we kill the son of their leader, we can break her spirit. If we get to her, the Kels will easily be disbanded!"

Arcia continues to talk to the youth, asking him why he believes that hurting Afto is the key to solving all of their problems. As she speaks to him, he begins to see her point and that she is right. Suddenly, the boy in the purple shirt gets angry.

"What is the matter with you? Did you forget our pledge?"

The boy in the blue cap frowns, "I didn't forget our oath. But what she is saying does seem true!"

This only angers the other boy further. He is intent on killing Afto, no matter what. Now that the boy in the blue cap sees what Arcia is saying, they find themselves fist to fist. And just as suddenly as it started, the boy in the purple shirt races through the door toward Afto!

26. Keep going toward the top of the tower.

Arcia follows him into the next room where Afto is still okay, but very scared. The youth guarding him is wary of the boy in purple. "Well, what's the story! Who are you?" "What are you talking about? We're all friends!" the boy in purple bursts out.



The boy in purple pretends not to know what he's talking about. Without warning, he pulls back his fist and a blinding flash of light fills the room. The other boy flies across the room and lands in a heap against the wall.

27. Climb the ladder up to the roof of the Guard Tower.

The boy in the purple shirt and black cap is holding Afto backward over the ledge! "Listen to the truth Afto. Your mother ordered this. She chose to sacrifice you in order to unite her followers!"

Afto shakes his head vigorously. "Levante has tricked her! She doesn't know what she's doing! She's kind and loving!"

"You're so naïve!" the boy spits back at the cowering young Afto.

With a hard shove, he tosses little Afto over the wall and to the ground below.

"Nooooooooo! What did you do?!" you bellow.

"He is surely dead. And since you know the secret, I'll kill you too!" he sneers.

In a blinding flash, the boy transforms into his true form, the Magician of the Imperial Army! And then he disappears.

As Afto falls from the tower, a mysterious flash of light saves him from the fatal impact ...



Back at the Consulate, Afto lays unconscious in the bedroom. The first thing Laramée does is blame Arcia for Afto's condition. All Arcia can do is look back at Laramée through watery sorrowful eyes. She goes outside to the balcony to be alone.

You follow her outside and talk with her. She feels that everything that has happened is her fault. "I couldn't even help one child, let alone save the world!"

You take her hand and tell her it's not her fault. "You did what you could. Don't torture yourself over things that can't be controlled!"

After a moment, she hands you a small trinket.

"Afto's doctor gave this me this. He found him holding it. It's an amulet. Afto said that if something were to happen to him, we should bring this to his mother."

You take it and agree to bring it to Selela.



Meanwhile, in the Kels Cave, a Kel follower approaches Selela to let her know that the plan has been executed.

"Then I am pleased," she nods. "This will strengthen the belief of the Kels. Sacrificing Afto will surely unite my followers. Call a meeting, immediately!"

Selela calls the Kels together and recounts the tale of how the dreadful and wicked townspeople flung Afto off the Guard Tower.

"Not only do they mock our god, but they prey on an innocent child!" Selela throws her hands up over her eyes in a moment of pretend grief. She continues, "But we cannot succumb to rage nor violence against these people. It is a testament to our strength and unity! Levante will watch over us!"

At the same time, in a deeper darker area of the caves, the Imperial Sorcerer reports to a higher authority, "Lord Levante, Selela still appears to be under the spell. We have complete control."

The ethereal magic user floats effortlessly down from his throne toward the Imperial Sorcerer. "The Kels are united stronger than ever. We no longer need Selela's services. We should make her death a glorious one ..."

Kels' Cave

28. Take Airlim to the Kels' Cave and go to the first tent on the left.

The youth troop leader with the blue cap is very weakly propped up against a crate, drawing very little breath in rasping wheezes.

You kneel quickly next to him, "Are you all right?"

The boy lifts his head with much effort and whispers, "Eon ... I think I'm hurt badly. I can't go on. My friends are inside. If you have this, they will help you."



He hands you the Troop Emblem and you see that his breathing is labored. You listen closely as he gasps for air and murmurs quietly, "I ... was ... wrong ... Now I know ... how precious ... life is ... Please look after our town ... An evil spell has ..."

But then his eyes close and his body goes limp.

Cavern 1

29. With a great weight on your shoulders, you slowly rise and head toward the caves to the north.

tip

The enemies in the Caverns are definitely tougher than you're ready for at this point. You should look at the map and head straight for the Flare Saber sword, avoiding as much enemy contact as you can. Once you have it equipped, it's time to fight.

Cavern 2

30. Make your way to the stairs in the northeast corner and go down to the youth sitting on the floor.

"What do you have in your hand?" the boy on the floor asks. He's looking at the Troop Emblem you just received from the unfortunate boy in the blue cap. You tell him that it was given to you by the troop leader in trust, and now he must do the same. The boy nods. You tell him to go and wake Selela.



31. Make your way to the northwestern corner of Cavern 2. The Imperial Sorcerer is there. You were hoping to see the Imperial Sorcerer again, and now you'll have your chance to totally destroy him. "Prepare to die!" you think, drawing your blade. (For tactics, see the Enemies List under "Legar".)

As the Sorcerer's body fades away, you pick up the tear-shaped crystal he drops.

32. Return to the troop member in Cavern 2. Around the corner and south is a big rock blocking a path toward another monster. Examine it, say "Yes" to the question, and the rock will slide away. Go down the stairs under the fake rock.

Cavern 3



33. Search the Giant Rock Skull's face for an LP increase.

34. Face the Giant Rock Skull, and the Scepter will place the crystal in the Skull's empty right eye. This opens a stairway directly behind you. Down you go!

Cavern 4

35. Before you find Selela you have to get through to the other side of the blue door. Answer "Yes" to open the door.

36. The only way to get to Selela is to answer some more questions from the Giant Rock Skull. Say "Yes" to each of its questions.

37. You and Korky find yourselves trapped in this seemingly inescapable room. Examine the north wall.



You hear Laramée and Arcia speaking and lean forward to listen through the wall. Apparently, Laramée fell under the Rock Skull's spell as well. Arcia somehow got lost and ended up in the room with Laramée. You knock loudly on the rock wall to get their attention. Arcia suddenly perks up, "Could those voices be Eon and Korky?"



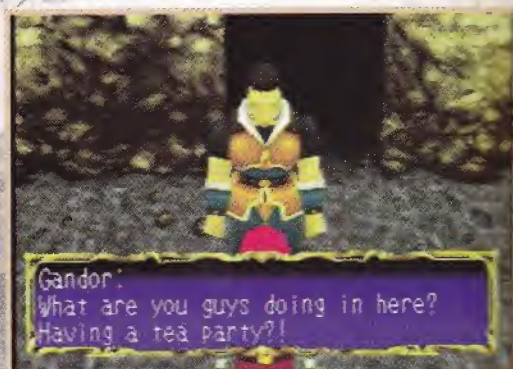
Laramée yells through the wall, "Hey, hurry up and get us out of here!"

"Sorry, but we're trapped in here too!" you yell back.

"What? That figures! You guys are useless!" Laramée smirks.

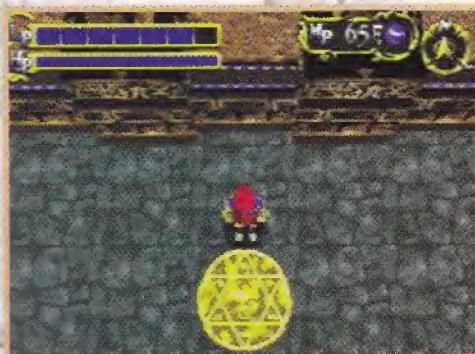
Korky suggests you use your Scepter, but you've come to know that it only works when you're in danger. As you try to devise another way out, a loud "BANG!" sounds behind you. After a few more solid crashing noises, a big hole is knocked through one of the walls and Gandor steps through!

"What are you guys doing in here? Having a tea party?" Gandor smiles. He was apparently able to ditch the *Vangel*. Gandor and Slayzer are the only two people good enough to navigate the tricky series of air currents known as the Hydrostorm. Unfortunately, he doesn't know what happened to Slayzer. The last he saw, the Imperial Army had taken him. For now, he sends Arcia and Laramée back to town. But he and the townspeople are depending on you to save them from the Imperial Army.



Labyrinth of Punishment

38. The teleporter here is flashing blue, yellow, and red. Stepping on the flashing teleporter when it is red will take you to the corresponding red teleporter, yellow will take you to yellow, and blue to blue. The red teleporter will put you into a battle with an Ice Golem, and the blue will take you to an empty hallway. Wait for the flashing teleporter to turn yellow, then step on it.



39. Now you come to another flashing teleporter, exactly like the last one. Stepping on red or blue takes you to a fight with a Legar, so unless you want a fight, step on the teleporter when it turns yellow.

40. Defeat the Mimic in the westernmost room, and you'll receive a sacred stone which teaches you the "Magic of Healing."

41. Speak to Selela. She keeps trying to get you to trust her. As hard as it might be, tell her "Yes, I believe you."

42. When Selela asks you to wait in the room, go to this room to the west. Surprise, surprise ... Selela tricked you again. Kill the Ice Golem and go through the corridor Selela was previously blocking, which leads south.

You catch up to Selela standing amongst a set of statues. You try to talk some sense into her, but it's just no use. She's still under Levante's power. Within seconds, she makes the two Stone Statues animate!

43. Defeat at least two Stone Statues and head west, then north.



Selela never dreamed that you would make it this far. Unfortunately for her, Levante doesn't find her useful anymore. He throws a magical crystal over the both of you. But look! The amulet Afto gave you is protecting you! Selela recognizes it as her husband's amulet. When you explain that

Afto gave it to you, she begins to cry and realizes what has been going on. You think that perhaps giving the amulet to Selela will save her.

44. Say "Yes" to giving Selela the amulet.

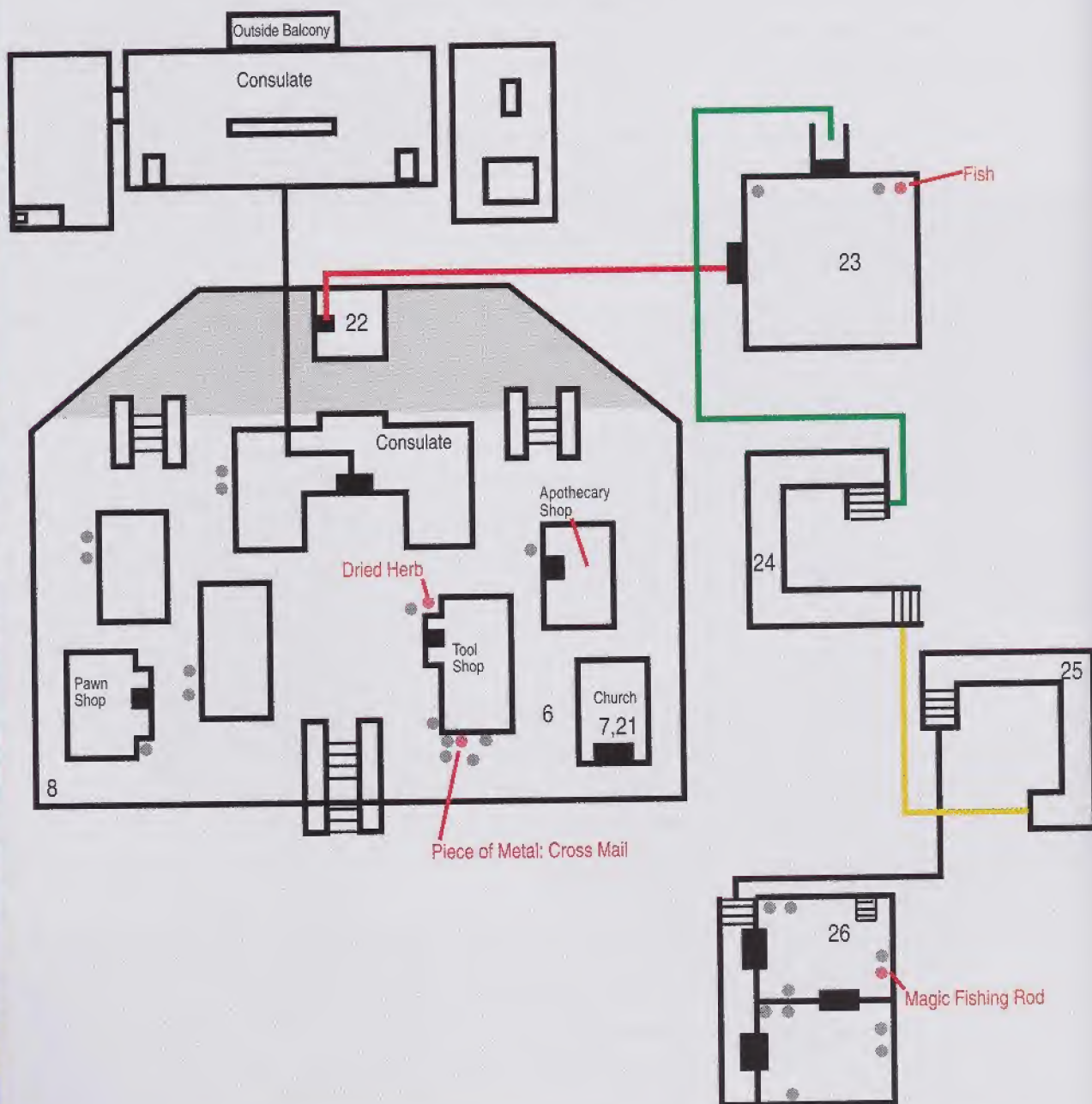
Selela refuses the amulet. "This amulet will protect you and help you defeat this horrible demon! I just want this to be finished so I can go to my poor son." The look of utter sorrow freezes on Selela's face as the crystal solidifies, trapping her forever.

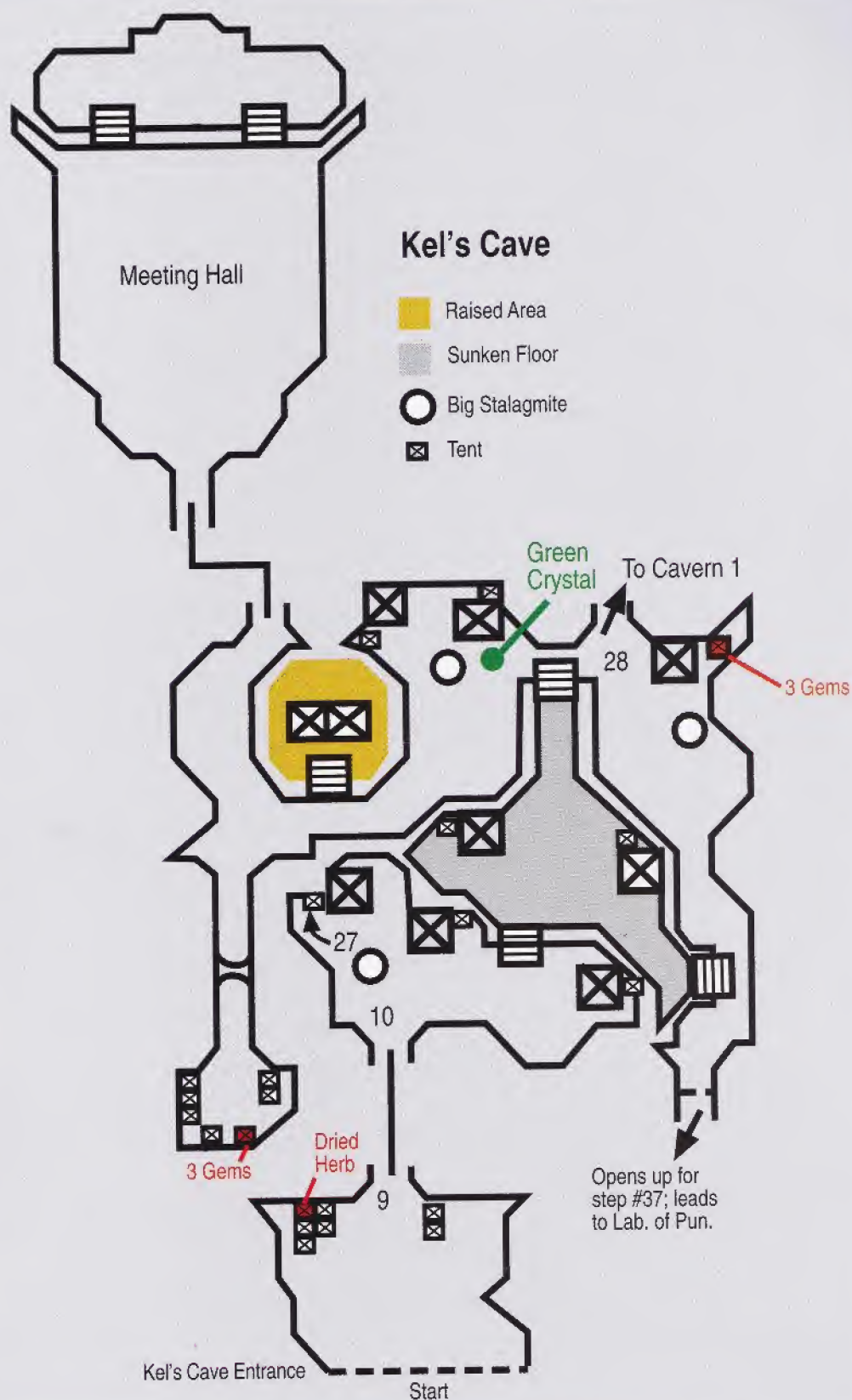
Another voice, this one overbearingly sinister, laughs. "Ha ha ha ha! I never thought you would have the Wise Man's Talisman. But it can't help you against me! You are helpless!"

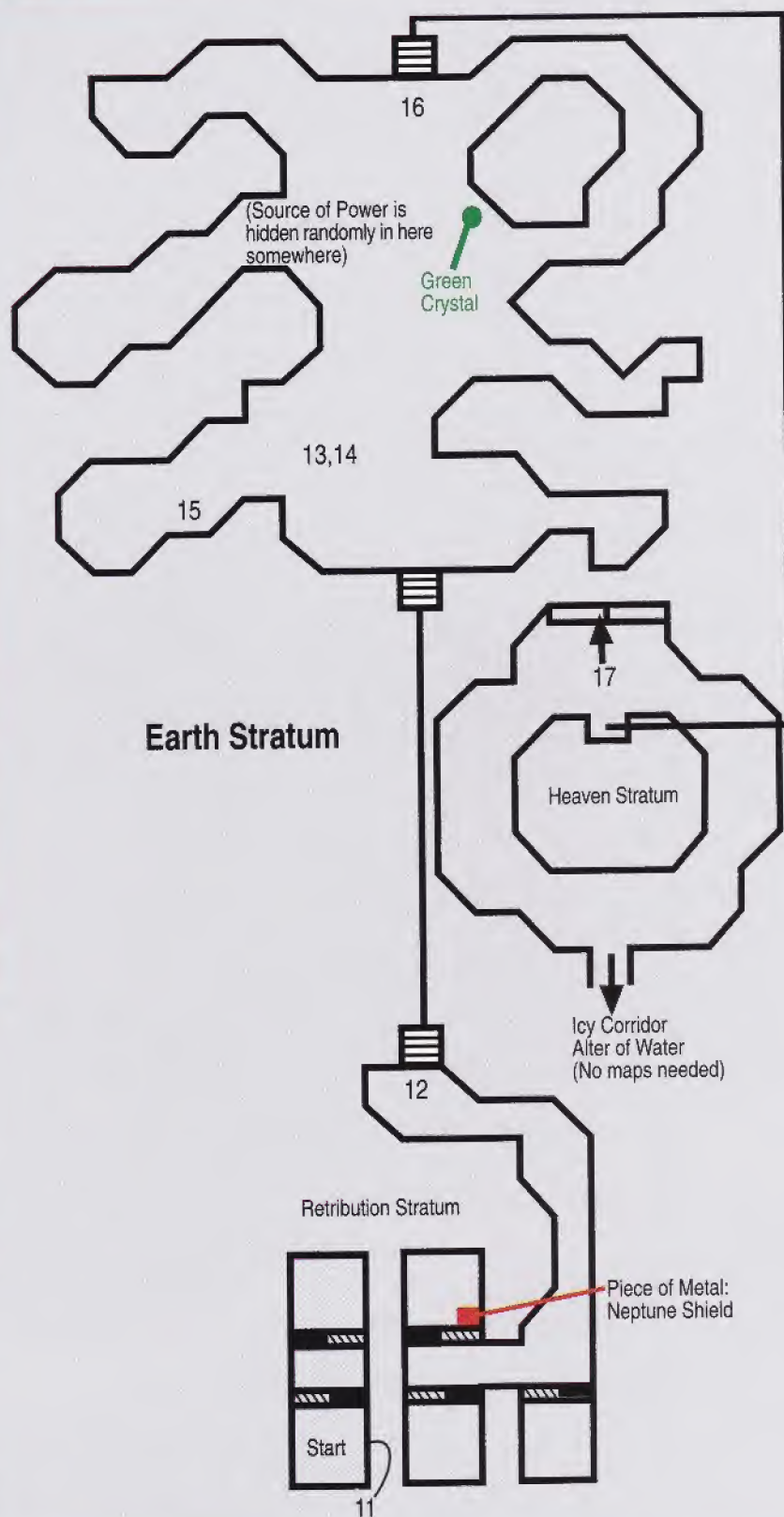
The only way to save her is to take on this Levante. "You won't live long enough to laugh again," you mutter under your breath as you draw your weapon and approach the throne.





Town of Pikshim





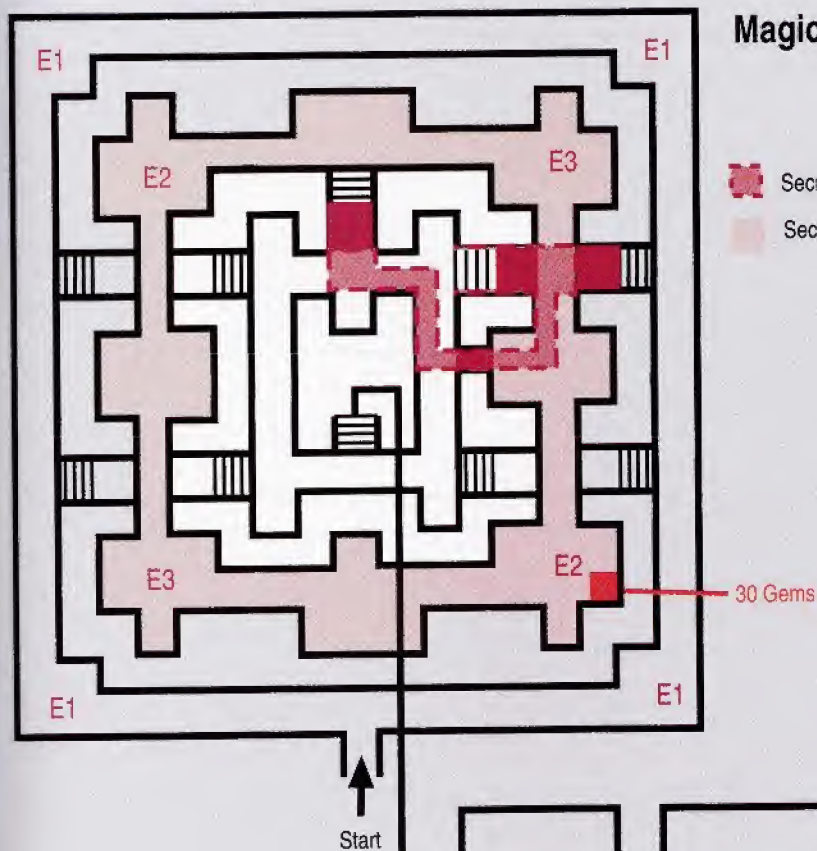


Magical Labyrinth 1

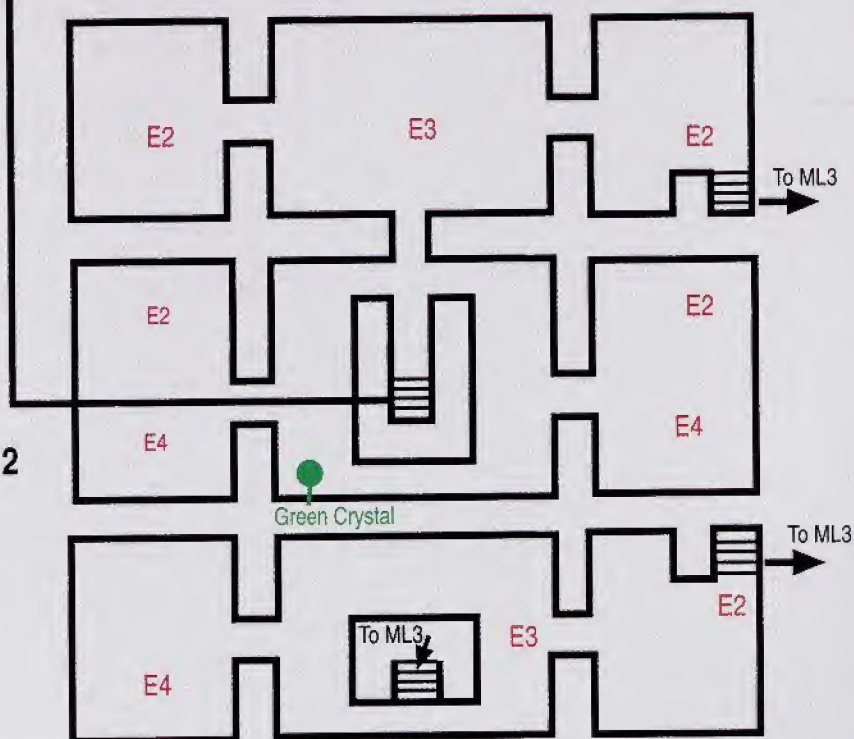
-  Secret Underground Passage
-  Secret Area

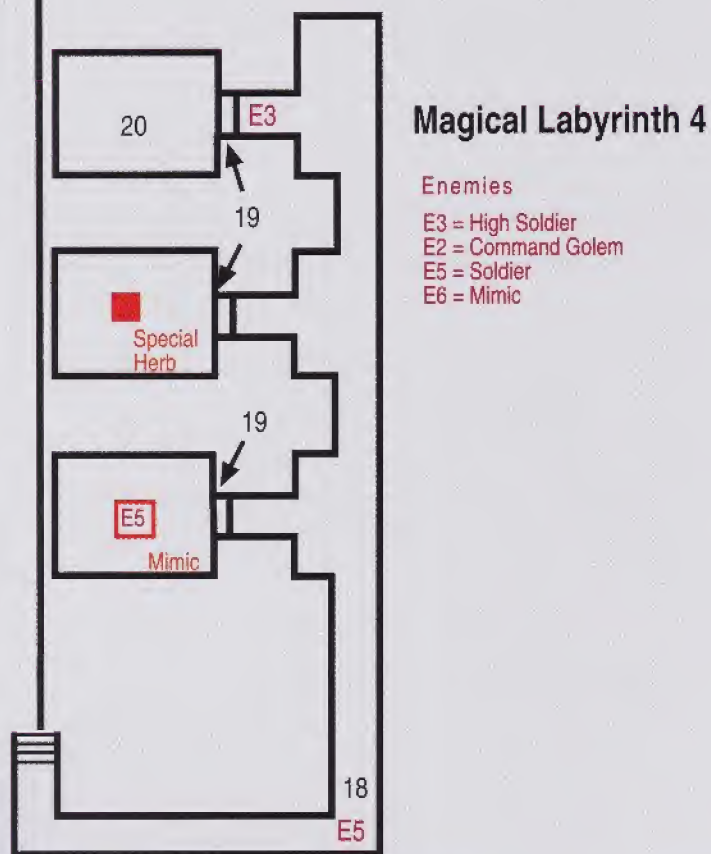
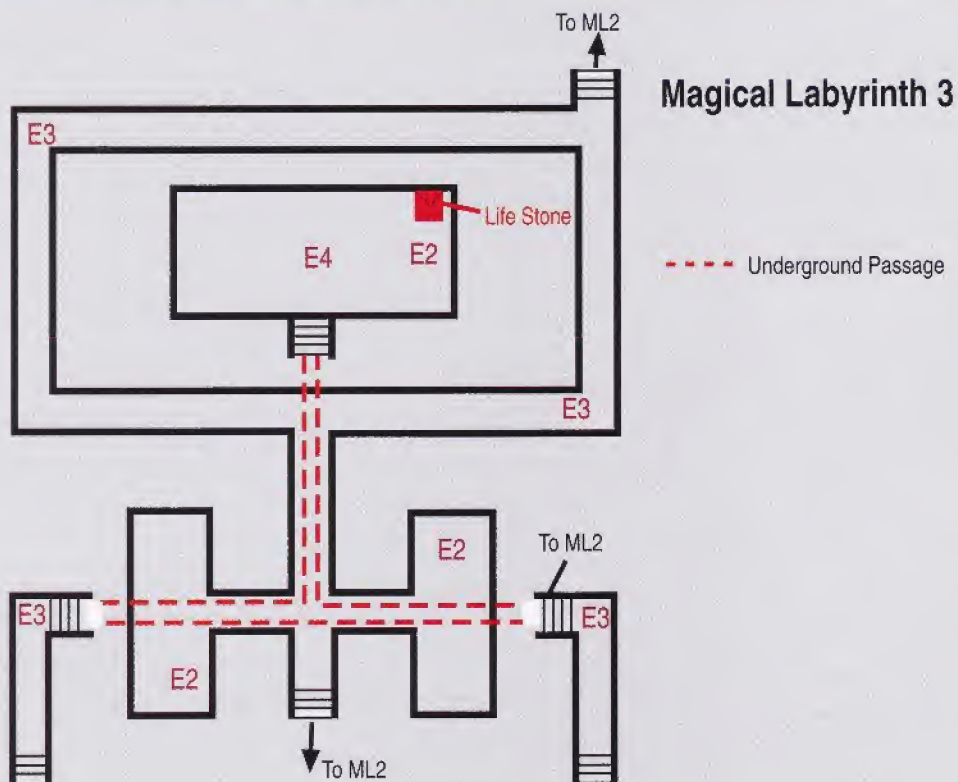
Enemies

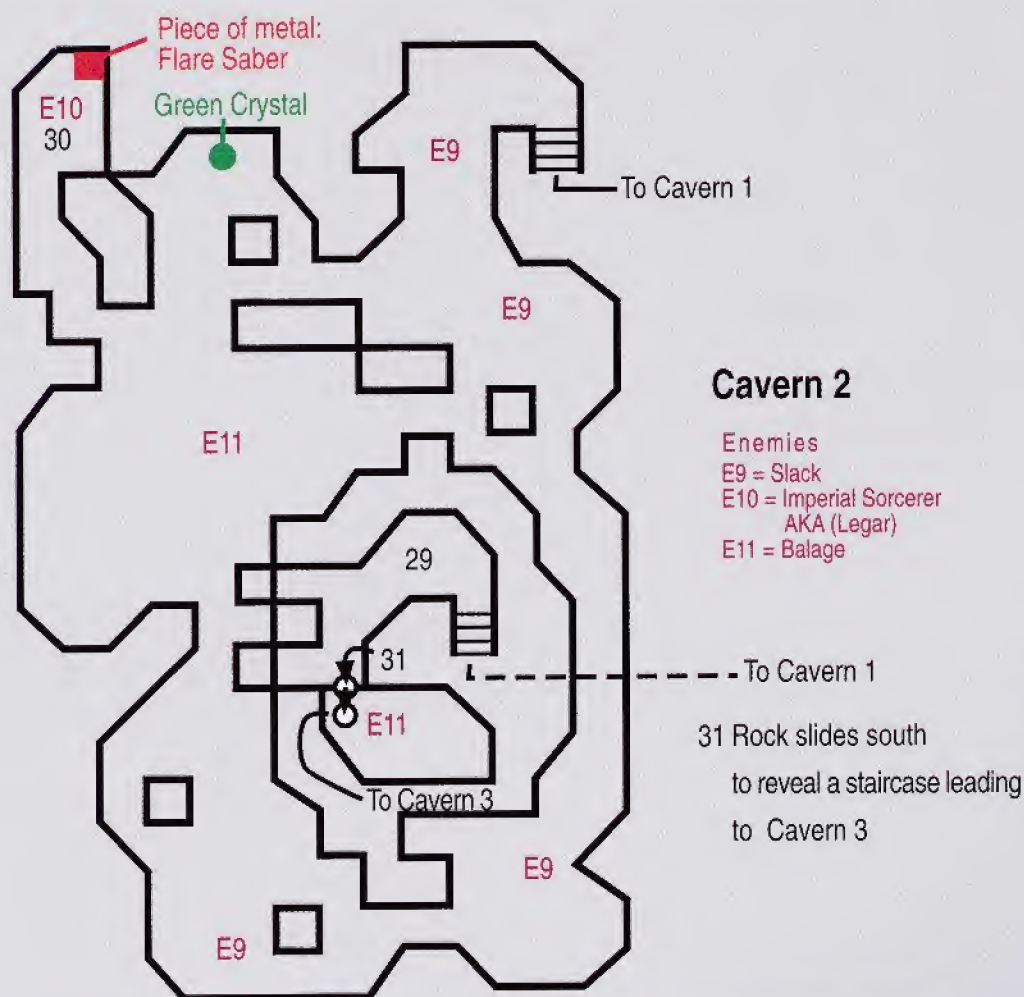
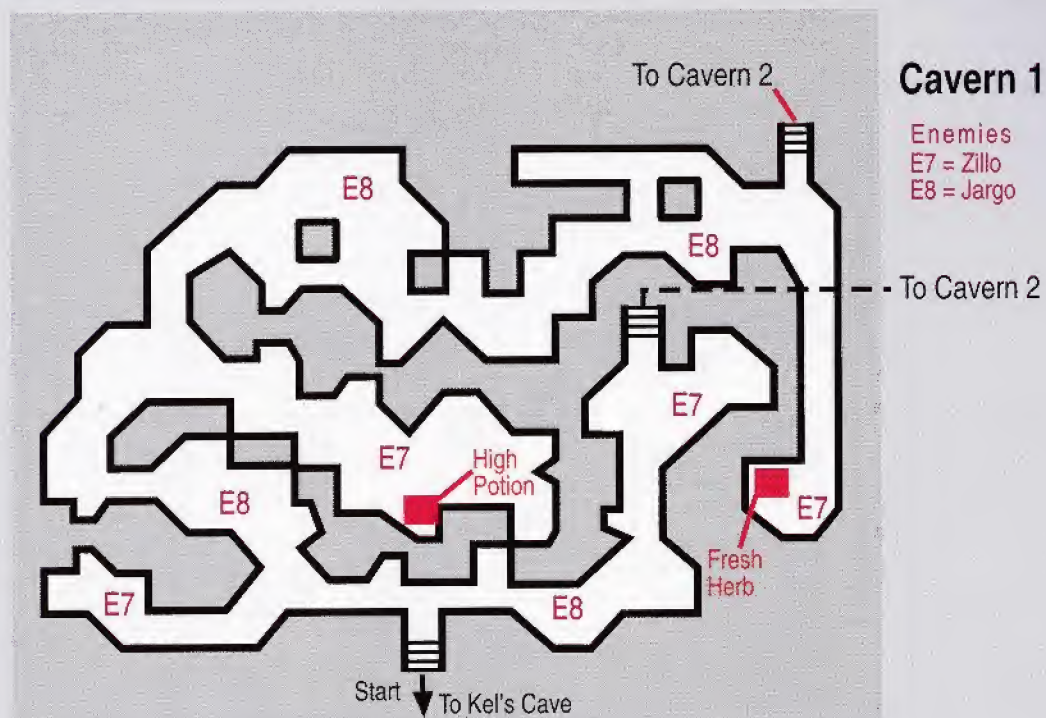
- E1 = Soldier
- E2 = Command Golem
- E3 = High Soldier
- E4 = Legar

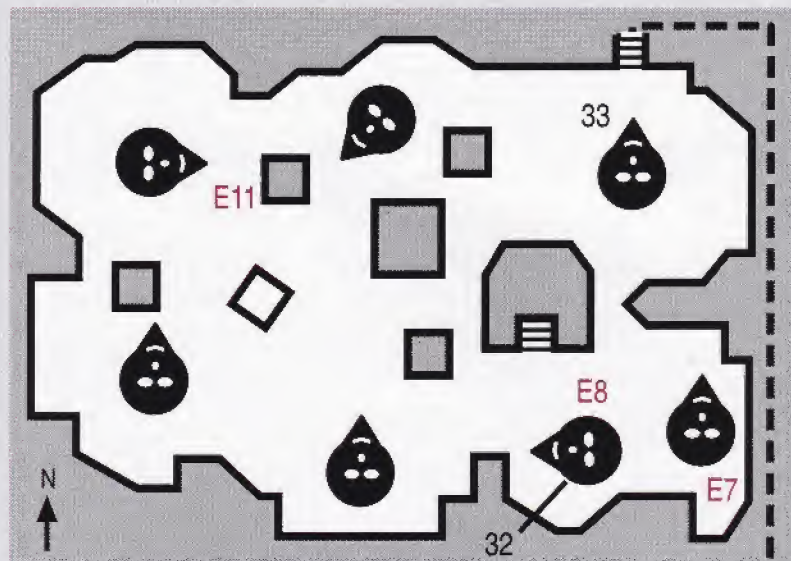


Magical Labyrinth 2









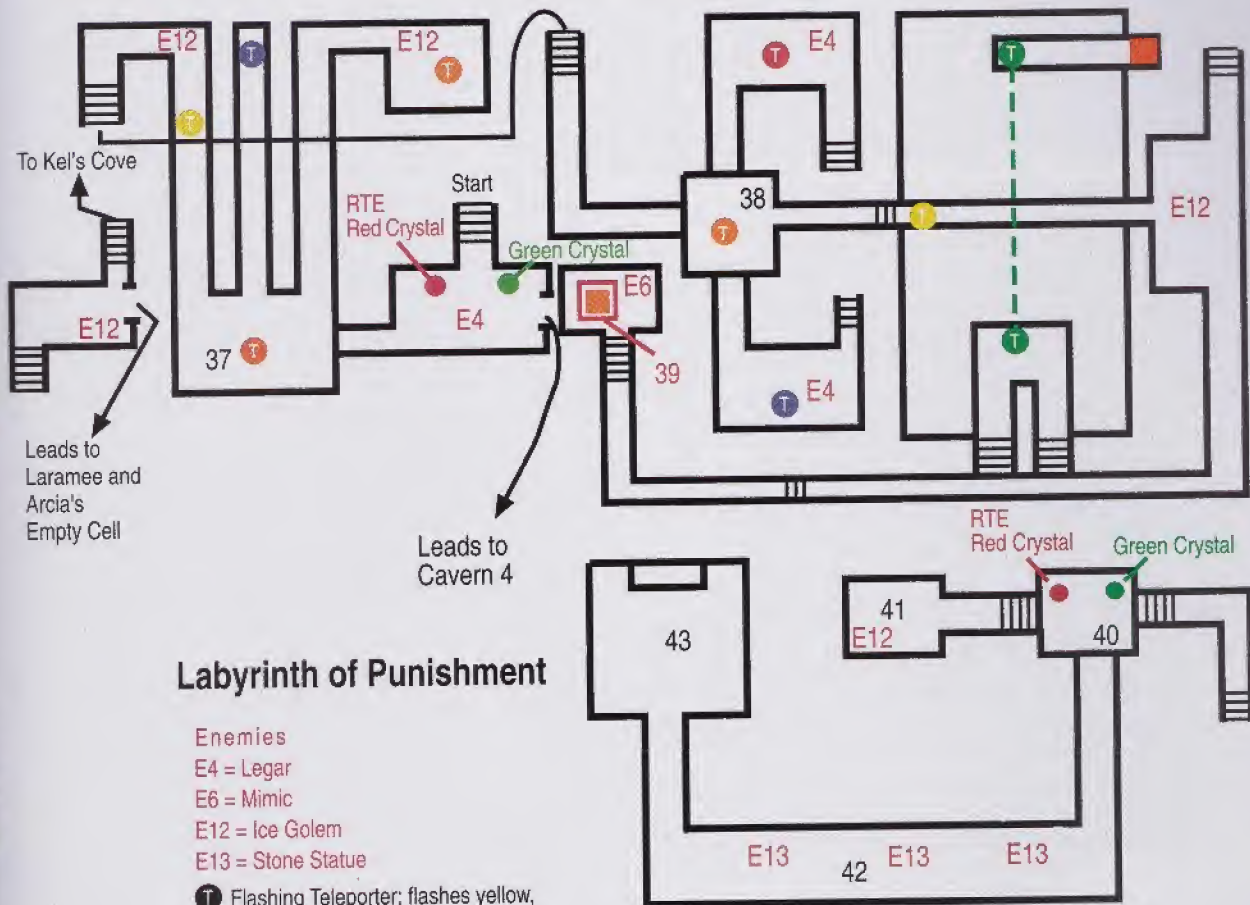
(Gandor opens
this door; leads to
Labyrinth of
Punishment)

Cavern 3

Enemies
E7 = Zillo
E8 = Jargo
E11 = Balage



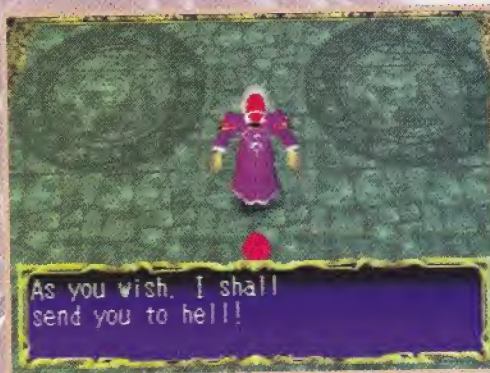
Cavern 4



Boss - Levante

Levante is a glorified Sorcerer. He can't ever physically attack you, so all he can do is throw spells. He has four spells that are extremely powerful. Lucky for you, they're all shield resistant

Levante attacks by going to one of the four corners and standing on the symbol on the floor. The moment he reaches a symbol, his four elemental crystals rotate around him and he can't be damaged. When he begins waving his arms, get ready to block, because the spell is about to activate. When the spell is over, you have a few seconds in which you can hit him.



When his blocking crystals draw together, Levante makes a pushing motion, and you'll be shoved backward as he safely floats to another symbol. Here are the four spells he uses. All four are blockable, just stand your ground and wait.



Blue Symbol - Water and Ice: Wherever you stand, giant shards of ice try to smash you.



Green Symbol - Air: Beginning immediately around Levante and spinning outward, a blue whirlwind appears and will sweep you up if you don't block.



Red Symbol - Fire: A wave of fire comes out.



Yellow Symbol - Earth: Sharp shards of rock burst up from under you, trying to pierce you.

Because he pushes you away and you can't get to him in time to strike during that very short attack window, the trick is to *hide behind him in the corner*.



Step One: When he glides to a symbol and begins to wave his hands, double-tap up toward him, then side-step until you are directly behind him in the corner.



Step Two: Hold up your shield until the spell being thrown is over.



Step Three: The spell will have pushed you a little bit back, but not far enough! Rush (double-tap toward) Levante and swing as many times as



you can before he glides over to the next symbol.

Now repeat steps one through three. You'll take no damage whatsoever. Using these steps and a little patience, Levante will be a distant memory for all.



Episode Three

Walkthrough

Selela has been freed from the crystal and has completely changed. She is grateful to you for saving her and, more importantly, Afto. You both return to town and everyone is happy to see you are safe. Selela is so happy to see her son doing well, she begins to cry and promises that things will be different from now on.



After a moment, Selela turns to you and Arcia and speaks. "I heard you were looking for the Wise Men. I have the Lifting Verse. My late husband gave it to me and told me to protect it. Let me teach it to you. Eon, give me the amulet."

Selela sings the Water Lifting Verse taught to her by Wise Man Wonoa. Once the Scepter has memorized it, you, Arcia, and Laramée take off to the Water Altar in the Icy Corridor. Arcia lifts her voice high to recite the Water Lifting Verse and the Continent of Aquas is saved.



Town of Pikshim ~ The Consulate

1. Before leaving for Volcos, pay one last visit to Afto.

Sitting by Afto's bedside, Selela has had some time to think. "You have saved Aquas. I'm sorry I was so much trouble! I wonder how many lives were lost because of me ... Afto, I'm so sorry! What if he never regains his health? A mother's duty is to protect her child, and I have done the most despicable act of all. I will make sure this town finds peace and that Afto receives a mother's love!"

Town of Pikshim ~ The Church

2. Pay your respects at the Church for the Troop Leader who gave his life trying to save Afto and Selela.

Airlim

3. Return to Airlim and take off for the continent of Volcos.

As you travel toward Volcos, Arcia recalls that Gandor was bringing the *Gude* to Volcos for a tune-up. Laramee adds that her distant relative, Ziruas lives on Volcos. He's an eccentric but marvelous engineer. He may be able to help the *Gude* defeat the *Vangel* and maybe even give a few leads on where the Wise Man is.

Geintz's Barrier

It turns out that there are two towns to explore, Orkul and Tulku. However, the only safe place on the continent is Geintz's Barrier because it is exactly between the two towns. Because the mountain is full of lava, the citizens of both towns must be careful not to tip the continent one way or the other, lest the lava spill over and wipe out either town. Therefore, you, Arcia, and Laramee must be weighed. Because Arcia and Laramee want to go to one town by themselves, you'll have to carry some rocks to account for one extra person's weight.



4. When Geintz asks you to, step onto the scale. Then, pick up five of the rocks in the small area surrounding the scale. Finally, step back onto the scale.

Arcia and Laramee decide to go to Orkul to search for information on the Wise Man. They stop first at the Apothecary and Arcia asks, "Excuse me. Have you ever had any Wise Men come to your shop?"

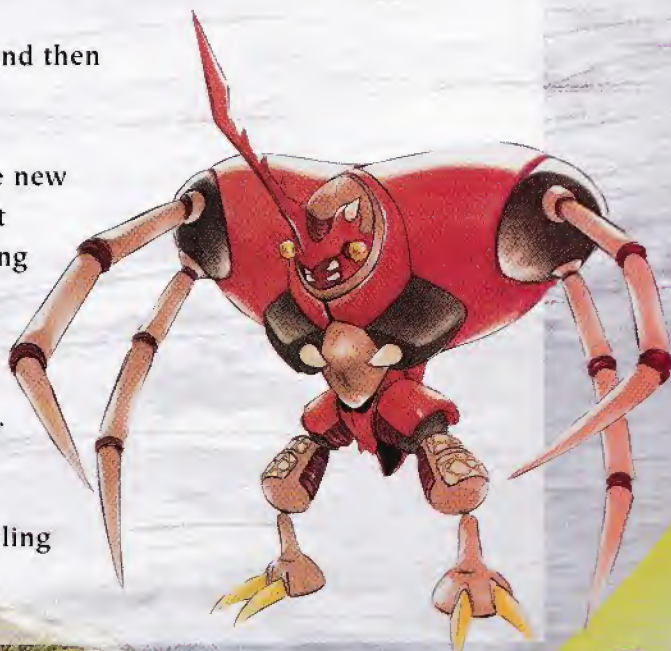
The Shopkeeper scratches his chin for a moment and then replies, "Wise Men? No, I don't think so."

They decide to move on to the Mayor's House.

Meanwhile, on the *Vangel*, two Soldiers discuss the new Captain. He used to be the Captain of the Desbats, but now that he's been brainwashed, he's currently working on navigating the Hydrostorm. To test his new loyalty to the Imperial Wizardry, they've ordered him to destroy a man named Ziruas. The mysterious new Captain comes through the doors and interrupts them.

"Have the Torpedo ready to fire. Don't question my orders!"

Hiding in the clouds above Volcos, the *Gude* is circling waiting for Laramee's signal. All is quiet, for now ...



Town of Tulku

5. Speak to everyone you see, then enter the Town Hall in the southwest corner.

As you step into the Meeting Hall, Laramée and Arcia are speaking with the Mayor of Orkul. Unfortunately, the Mayor is a little on the senile side, and the girls can't get any information out of him. Arcia has to reason with Laramée to keep her from strangling the old codger.

At the same time, Gandor is piloting the *Gude* and wondering why the nearby cloud looks so much like a ship. A crew member interrupts his thoughts with the answer.

"Gandor! It's the *Vangel*, closing at three o'clock!"



Gandor moves to the window and immediately becomes angry. "What's *he* doing here?"

It's Slayzer, but he's piloting the *Vangel*! He utters a single word that brings mass destruction in its wake.

"Fire!"

In one powerful burst, the *Vangel* fires a Torpedo into the Volcos volcano!

Before the volcano can totally destroy either town, Gandor decides to land the ship on Volcos and weigh the continent toward the *Gude* to redirect the lava flow.

Town of Tulku - Meeting Hall

You are in the middle of a nice conversation with the town's Sensei. You ask him if he has any information about the Wise Men or the scientist Ziruas. Just as the teacher opens his mouth to answer you, the terrible tremors begin to roll under your feet.

6. As the Sensei requests, go outside to see what's going on.

In Orkul, Laramée runs outside and warns the people in the Mayor's House to make sure Arcia is safe. You run outside and find Gandor. He explains that they are trying to save at least one of the towns. You have to help him get the people to safety in the Meeting Hall!



Town of Tulku

7. You must find the people of Tulku who are standing outside and bring them one at a time into the Meeting Hall.

Gandor manages to get every person safely on board the *Gude*. You all watch as the lava pours through, the sheer heat of the magma seriously weakening the *Gude's* shields and hull, and overheating the engines.



Everyone makes it out safely, but Tulkus is quite a mess. The damage isn't as bad as they thought it would be.

Town of Orkul

8. Now that you know everyone is okay, go to Orkul and speak with everyone in town. Visit the man standing in front of a fenced yard. This is the makeshift Apothecary. Buy one bottle of Sulfuric Acid.

9. Go to the Mayor's House. Inside, talk to Jeel. Then talk to the Mayor and, finally, Arcia. Arcia will give you Laramie's dagger, the Holy Knife.

10. Return to Geintz's Barrier and speak to Geintz. He will suggest that Laramie has fallen down inside the Lava Cave and tell you where to find them. Go to Airlim and then the Lava Cave.



As you look for the entrance to the caves, Slayzer is inside the Cave already. He's looking for the girl with blue hair. The Soldiers are more concerned with the poisonous gasses coming from the bowels of the earth. Slayzer turns his back and continues down into the cave anyway, thinking to himself, "I never expected Laramie would be inside here. That means he will be coming here soon. It's a good thing that I have the Neutralizing Solution."

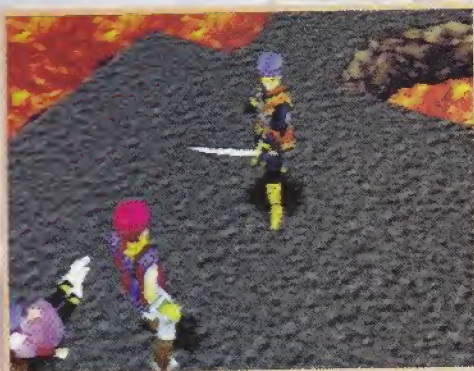
Lava Cave



11. Ziruas is wandering in Lava Cave East. He gives you the Neutralizing Solution you need to enter Magma Island, the cave with the poisonous gasses.

12. There's a dead Soldier on the ground. You find him holding a letter that he wrote to his family and take it for him. Use the Neutralizing Solution and enter Magma Island.

13. Find Laramie here.



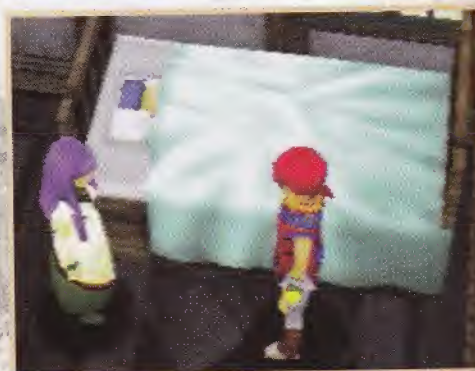
Laramée is just barely alive. As you bend down to check on her, the blue-haired mystery captain makes an appearance! You recognize him as the man in the mask you've seen briefly before somewhere. He speaks in a taunting tone as he advances on you, blade drawn and apparently trying to pick a fight. But as he approaches, he's thwarted by an invisible magic force. Your magic amulet is protecting you! The masked man quickly vanishes as old Ziruas quickly approaches.

Ziruas is worried about Laramée and instructs you to give her some Neutralizing Solution. As you do so, you find that the man has given her some already. Ziruas tells you to meet him in his secret lab, behind the bookshelf in Geintz's Barrier.

Town of Orkul ~ The Mayor's House

Laramée's life was saved by the Neutralizing Solution. Arcia tells you how valiant you were for saving Laramée, but you explain that without Ziruas you'd probably both be dead! Jeel surprises you both when he appears behind you to ask how Laramée is doing. He's happy to know that she'll be okay, because even though she's cranky, she's like family. Jeel agrees to watch over Laramée so you can meet up with Ziruas.

14. On your way out, talk to the Mayor. He will want to take something from you, specifically, the Fake Jewels you took from the *Gude*.



Geintz's Barrier

15. In Geintz's Barrier, check the bookshelf behind Geintz to find Ziruas' Lab.

16. Read the research notes on Ziruas's desk. As soon as you've read them all, Korky guesses that you'll find Ziruas in the Stalagmite Castle and takes you there.

Stalagmite Castle

This is the weirdest place you've visited so far. Everything is sideways, and gravity is different. Korky explains that the castle was designed this way to confuse intruders. It's working!





17. How to walk around in this place: When walking in from the entrance, follow the thin walkway to the east. Take the first set of stairs heading east, then the next set heading north. This takes you to the floor, where you may walk freely. To continue exploring to the east, you must walk around the doorway in the floor to the next set of stairs leading up to the south, then follow the ledge to the next open area in the east.

18. Stand next to the doorway in the floor and search it. When asked if you would like to jump down into the doorway, say "Yes".

Swirling Room

19. Go through passage one, find the valve handle and turn it. As you do, the Scepter memorizes the Valve Handle.



Throne Chamber ~ Passage 1

20. Just to the east, touch the area with the missing Valve and let the Scepter re-create it. Then, turn the Valve Handle.

Swirling Room

21. Return to the Swirling Room and ride the air current upward.

Throne Chamber ~ Passage 2

22. Just as you begin to move to the right, you're attacked by a monster!



Once the monster has been dispatched, you find a note that it apparently dropped. It reads: "Today I will be transformed by Ziruas into some sort of ultimate life being. I wish I could see my daughter once more while I am still my old self ... I want to apologize. Whoever finds this, please let my daughter know I always loved her. Her name is Irena and she lives in the Town of Tulk. I'm afraid I will never be able to tell her myself." You think to yourself that you should take this note to Irena when you leave Stalagmite Castle.

23. Stand next to the doorway in the floor and search it. When asked if you would like to jump down into the doorway, say "Yes".

Throne Chamber

24. You find Ziruas here in the main Throne Chamber, but he looks very different.



Ziruas is standing in the middle of this chamber muttering about creating the Ultimate Life Form. A moment passes before he realizes he's not alone. Korky calls from your pocket, "Hey Ziruas! From your notes we thought we'd find you here!"

Ziruas tosses his head back and laughs in a way that gives you and Korky the chills. "Ha ha ha! Yes! I am the ingenious scholar of magic! What brings you to my domain? Are you interested in becoming subject matter for my research experiments? Good! I was short on bone and intestine! Your flesh should melt easily with this special solution!"

"Ziruas? What in the world are talking about?" you gasp, taking slow careful steps backward toward the door.

"My dear Hergezod will appreciate this so much!" he grins, spittle flying from his lips. His eyes dart around in a crazy fashion, sizing you up. "You are his two favorite flavors; human flesh and chicken!" And with that, he scurries through the doorway behind you.

He left a potion there labeled "Dissolvent," so you pick it up and move through the door to the west.

25. Jump down and return to Ziruas' Lab in Geintz's Barrier.

Ziruas' Lab

Arcia and Laramee are waiting for you when you arrive. You're happy to see that Laramee is up and feeling fine again. You explain what you saw at the Stalagmite Castle and how Ziruas was acting so strangely.

"How do you expect me to believe that nonsense!" Laramee exclaims. "Ziruas was here the entire time!"



Just as she says that, you see the Ziruas you first met. He looks as normal as ever.

"Ziruas, how could you be at the Castle and at the Lava Cave at the same time?" you ask, totally bewildered.

"That was my evil half at the Stalagmite Castle. I was the one in the Lava Cave. He is as evil as I am good. It's very hard to explain. I know it's difficult to believe, but it's true," Ziruas says with a stern voice.

"There are two versions of Ziruas? You must be joking!" Laramée scoffs.

Ziruas goes on to explain that it's good that you picked up the Dissolvent, and asks if you looked over his research notes. You don't understand how he knew that you had the vial, but he promises to explain later as he takes the solution from you. He also needs your Sulfuric Acid.

26. Hand Ziruas the Sulfuric Acid.

"When you met the other Ziruas at the castle, I saw it. We share the same senses. It is possible for a person to be split into two opposites. There is a fight between good and evil within all of us. Sometimes the mind must be split into two halves: one good and one evil. And that explains me!"

Ziruas further explains that his evil half is creating terrible monsters and robbing humans of their humanity in order to create the Ultimate Life Form. To stop evil Ziruas, he'll mix an Acid Solution that will dissolve the cell wall.

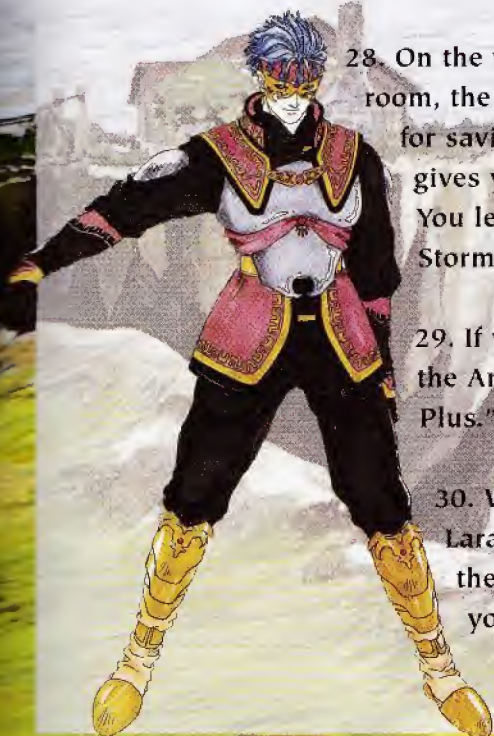
Town of Tulku

27. While Ziruas mixes the solution, you wander into the Town Hall in Tulku and find Irena. Give her the note.

28. On the west side of the room, the Sensei thanks you for saving the town and gives you a Sacred Stone. You learn the spell "Heat Storm!"

29. If you have 1,000 Gems, talk to the Apothecary man and buy the Ancient Mystery Stone. This will teach you the spell "Power Plus."

30. Wander around the town a bit and do things like visiting Laramée and Arcia at the Mayor's House while Ziruas makes the potion. Then return to the lab and take the potion he gives you back to the Stalagmite Castle. Enter the Muscle Layer.



Muscle Layer

31. Use the Acid Solution on the wall here for the hidden entrance to the Respiratory Layer.



Respiratory Layer

32. Defeat all of the enemies in the Respiratory Layer and then touch the mucous wall to open the passageway.



Internal Organ Layer

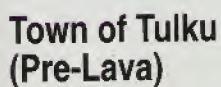
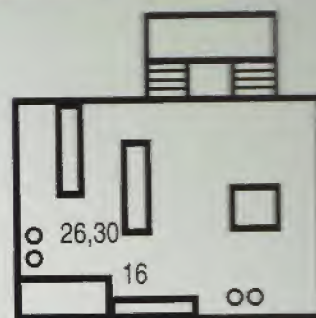
33. Jump down into this hole to get to the Internal Organ Layer.

Digestive Organ Layer

34. Jump down into this hole to get to the boss, Hergezod.



episode three



(Can't get over here)

To the

Tool Shop

Fountain

Inn

350 Gems

Meeting Hall

Drinking Water (Restores Health)

28

27

Town Meeting Hall

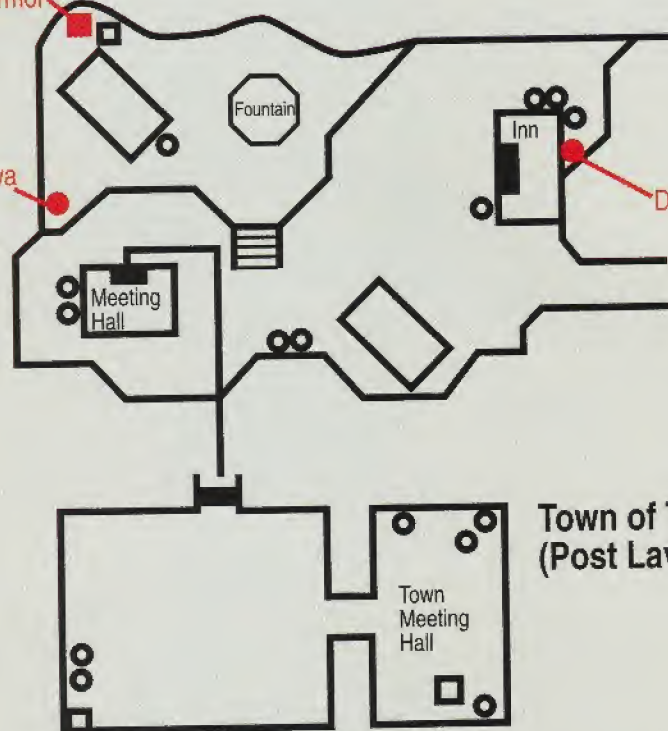
3 Dried Herbs

Venetawa Fruit

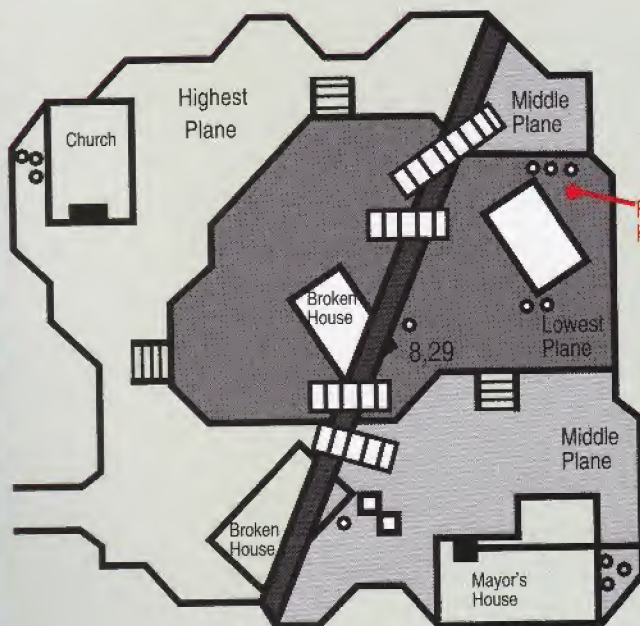
Iron Link:
Plate Armor

Venatawa
Fruit

Dried Herb



Town of Tulku
(Post Lava)



Town of Orkul
(after the earthquake)

Planks of wood acting as
bridges & stairs

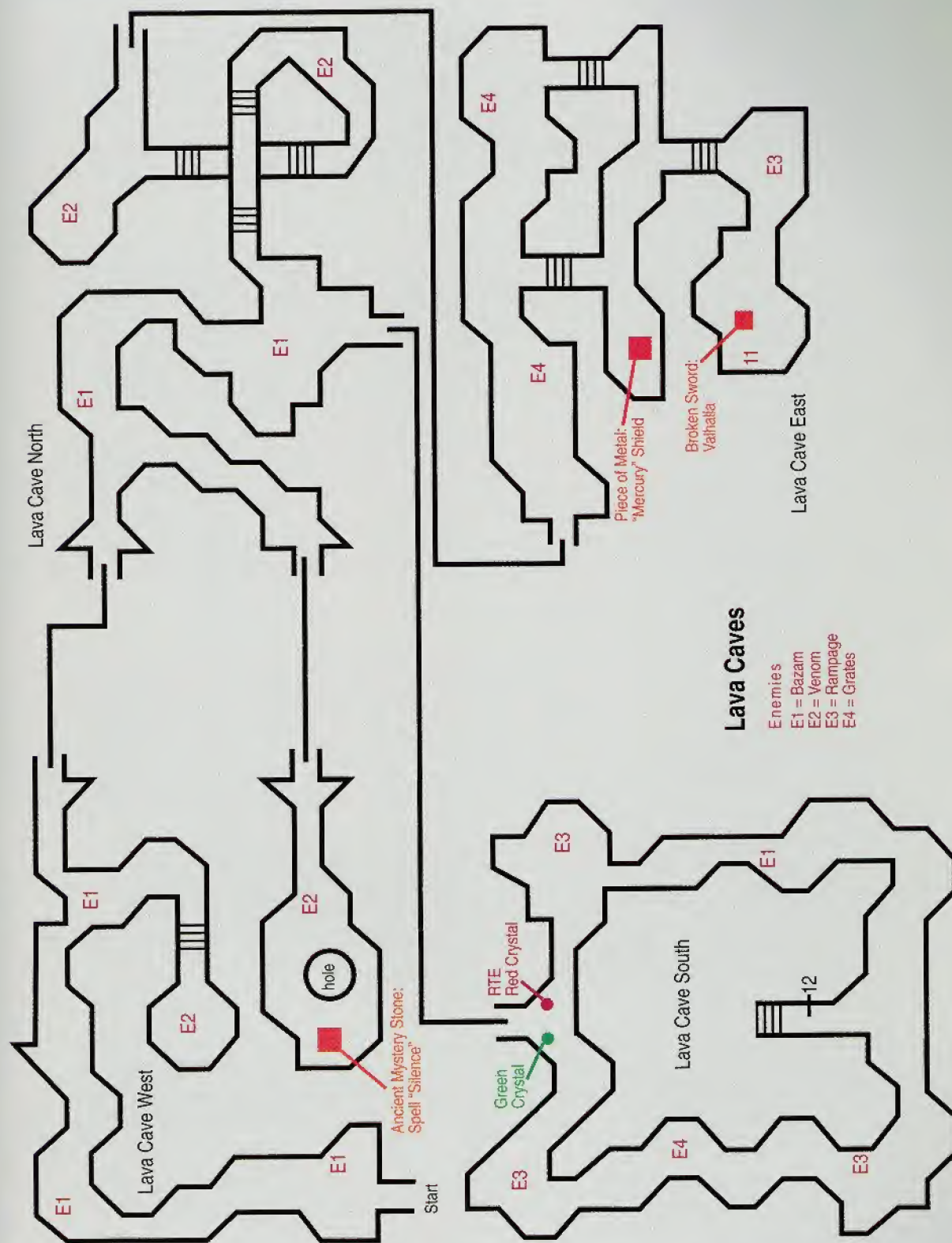
Fried Herb



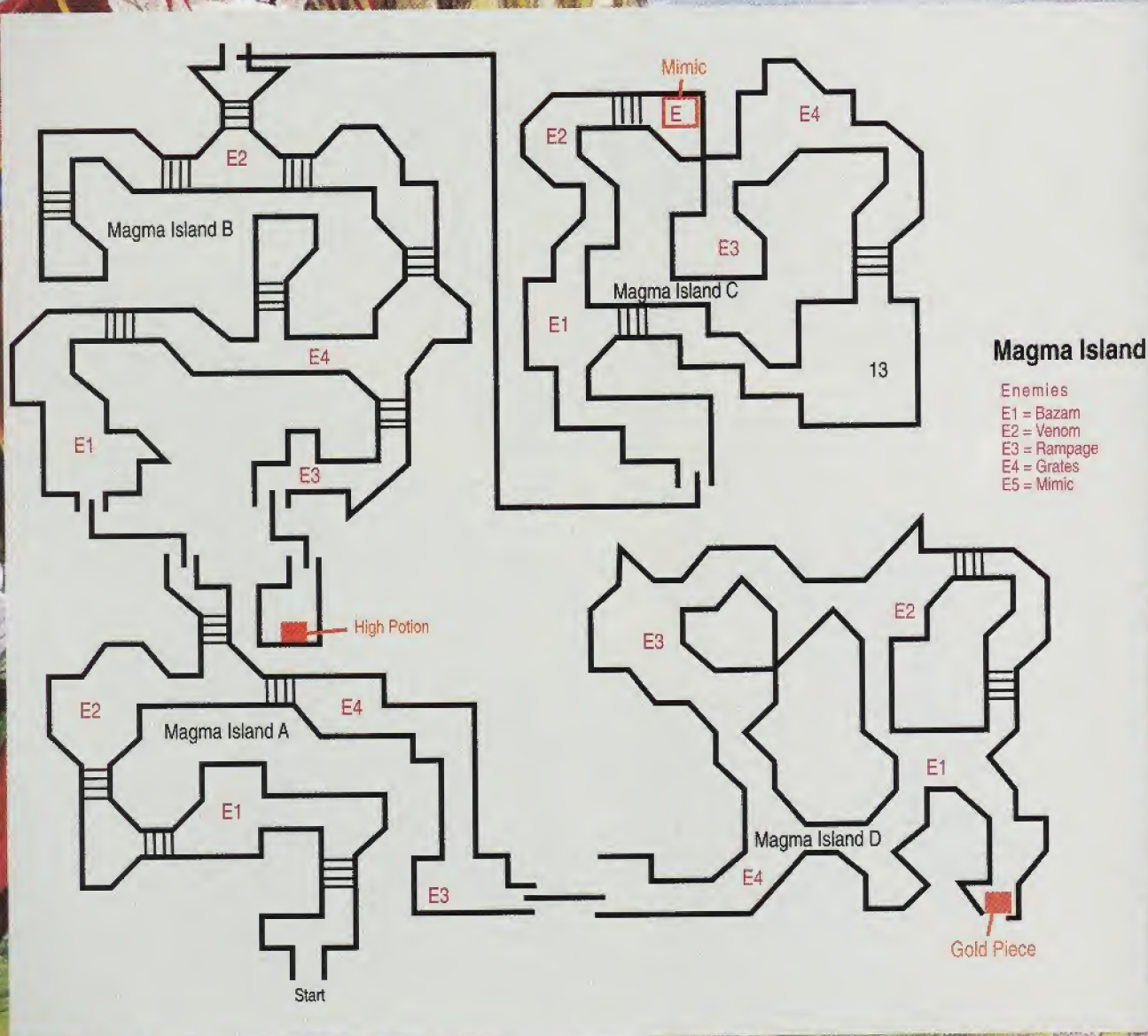
30 Gems

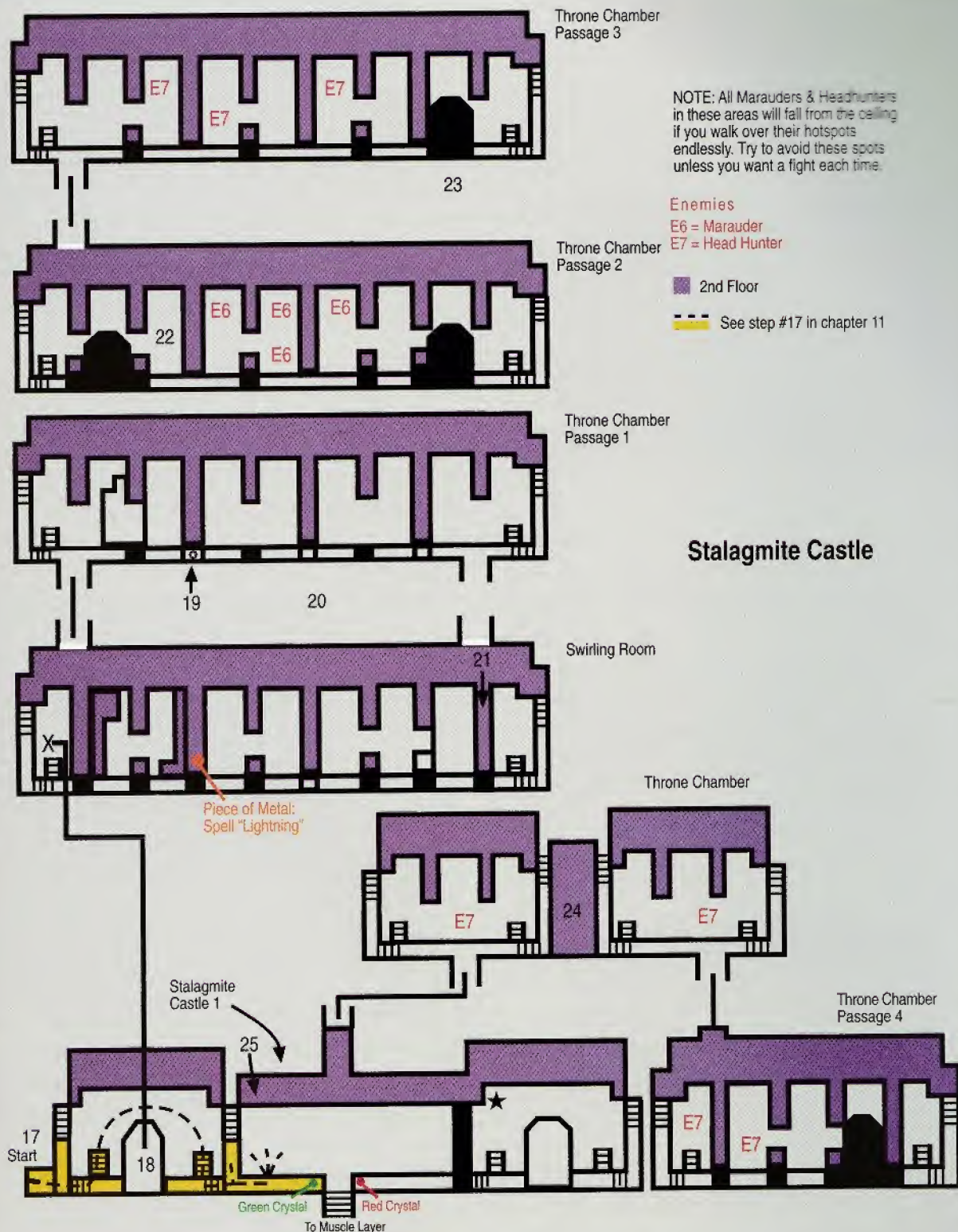
30 Gems
in Bookshelf

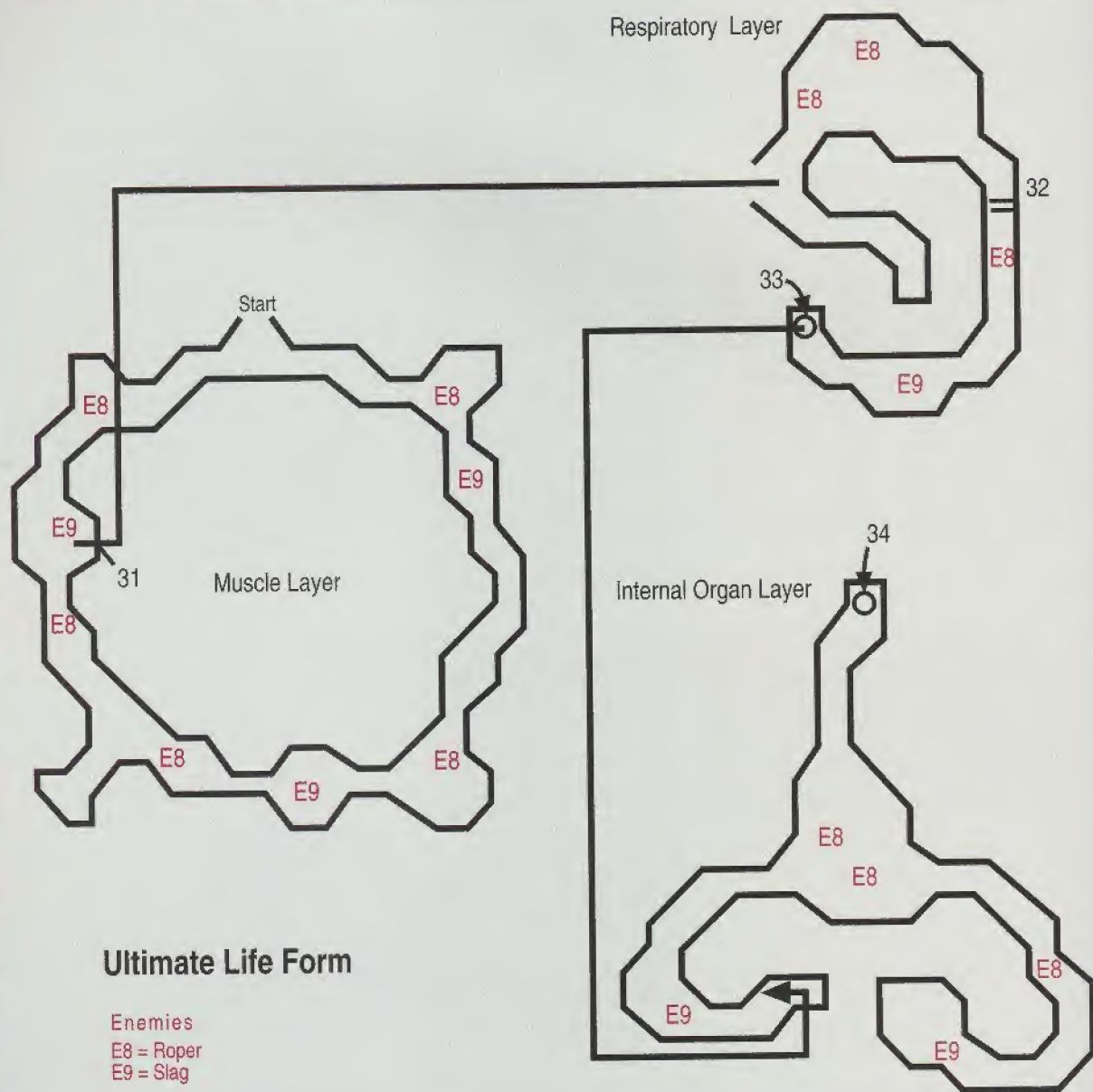
30 Gems



episode three







Boss - Hergezod



When you begin this fight, Hergezod is surrounded by a protective shield, which deflects any attack you throw at it. If this sounds a little hopeless, well ... it is.

Fortunately, you really don't have to attack and put yourself at risk because Ziruas will eventually

interrupt your battle with a psychic message.

Unfortunately, striking Hergezod's roots isn't possible yet, and so Ziruas concludes that he must find the solution to give you a fighting chance. After much debate, Ziruas comes up with the solution—he will annihilate himself by rejoining with his evil form! Only then will Hergezod's shield be eliminated.



With Hergezod's shield now gone, you can finally begin the task of destroying it! However, to balance out its sudden defensive weakness, Hergezod now has increased offensive powers. What exactly does this mean? Well, for starters, remember to always keep your shield up when not approaching or attacking. Hergezod has a tendency to lash out with its sharp tendrils, and even one hit can be massively damaging.

While you're avoiding these basic attacks, Hergezod will also materialize harmful red and blue poisonous clouds at random intervals, which seek you out and hunt you down until they contact you or dissipate. Both the red and blue clouds slow your movement, but the blue ones will take some of your health away on contact. If you are contacted, be careful! Your natural tendency will be to try to get away at all costs, but you increase your chances of being hit when retreating because you cannot defend yourself effectively.





When you eliminate a full bar of Hergezod's health meter, two things will happen. First and foremost, any floating poisonous clouds, stuck to you or not, will dissipate. Second, and more concerning, is the presence of Hergezod's claws. They seem to pop up right in front of you, so keep your shield up and wait this phase out. Eventually, the claws will stop popping up, allowing you to charge back in and resume the fight.

It's wise to stick to sword attacks during this fight due to Hergezod's frequent offensive attacks but, if used wisely, ax attacks are a much more effective means of quickly draining its energy.



In general, just be patient! This is going to be a long fight whether you like it or not, so take your time and only attack when it's safe. Remember, Hergezod can't move at all (he can only shift the fighting arena at certain times), so you're bound to score heavy damage if you can fight your way inside and stay there.



End of Episode Three

Geintz's Barrier - Ziruas' Lab

Laramée and Arcia are waiting for you in the lab when you finally walk in, shortly before Gandor. He stops in to let everyone know that the *Gude* has finally been repaired and is ready to go.

Even though Hergezod has been dispatched, you still need to save Volcos from sinking into the sea. Arcia opts to wait for you while you and Laramée talk to the locals for information about the Lifting Verse.

Town of Orkul

35. In Orkul, talk to the man in the green shirt to the north, standing next to the crack. He'll suggest that you ask Geintz about the Wise Men. Return to Geintz and ask a few questions.

36. Talk to the little boy in the blue shirt to the south. He tells you that Geintz helped Ziruas make repairs to the ship. This means that Geintz is a scholar of magic to be able to fix a magical ship!

37. Talk to the Mayor. He tells you that Geintz is a descendent of one of the Wise Men.



Geintz's Barrier

38. Talk to Geintz. You can ask him about his magic skills or the Wise Man's descendant. Start by asking about his magic skills, then follow with the question about the descendants.

Geintz gives you the location of the Fire Spirit's pedestal in the Stalagmite Castle that contains a secret message. He tells you that if you are worthy, a path may be opened for you.

Stalagmite Castle

39. Enter the Stalagmite Castle and the spirit of the Wise Man Gault will let you approach the pedestal. Walk up to the pedestal and get the Lifting Verse for Arcia.

40. Return to Arcia in Ziruas' Lab.



Arcia receives the Lifting Verse and, standing on the Barrier

entrance, asks the Fire Spirit to guide her to the Fire Altar. A pedestal appears and transports Arcia up to the hidden altar, where she recites the sacred Lifting Verse and restores Volcos to the safety of the clouds.

Now that there is only one more continent to save, you conclude that your mission is almost complete.

Gandor tells you that it's time to board the *Gude*.

"I'm going to take Airlim," you reply.

"What?! Airlim?!" Gandor suddenly exclaims. "Ziruas told me it won't be easy to get to Zephre because it has a protective barrier that was created by the Imperial Wizardry! Their headquarters are located there! They may attack Airlim!"

"But I must take Airlim to Zephre!" you protest. "Otherwise, the lifting ceremony cannot be completed! We can do it!"

Gandor is clearly becoming more agitated. "That's nonsense! Airlim will be destroyed if you take it to Zephre! If that happens, you will never complete the lifting ceremony! Besides, Airlim can find the way once you get there. He is programmed to find the location of his master. You need to think about how dangerous this mission will be for all of us!"

"Well, what should I do?" you sigh, already knowing the answer.

"Come aboard the *Gude*," Gandor answers firmly.

"But how will you find Zephre?"

"Ziruas installed a mechanism which can locate the continent."

And so after you tell Airlim of your plans, you board the *Gude*, resigned to summon Airlim once the *Gude* reaches Zephre.

Episode Four

Walkthrough

The Gude



Episode Four begins as Laramée joins Gandor on the bridge of the *Gude*.

"Why did the volcano suddenly erupt?" Laramée asks pointedly.

"The *Vangel* was here," Gandor answers quietly. "It must've fired a Torpedo into the volcano."

Laramée's face flushes red as she chides Gandor, "Didn't you see them while you were circling? Why didn't you protect us?!"

"It was already too late. We didn't know the *Vangel* was navigating with the help of the Hydrostorm."

Laramée's voice becomes strangely quiet as she realizes the implications. "What? The *Vangel* can navigate the Hydrostorm? How is that possible?"

"I don't know ... Do you think ... ?" Gandor stops short of saying his name, unable to believe it himself.

"No, it can't be him," Laramée says, her voice cracking, momentarily revealing the anguish she feels.

"How else could they do it unless Slayzer ..." Gandor starts, but thinking better of it, says, "But let's focus on what's happening right now."

Laramée does not want to try to save the people of Zephère because they don't need to help anyone but themselves. But Gandor admonishes her for saying such a selfish thing, and Laramée agrees to stick by him and fight at his side. She retires to her room, and Gandor returns to the helm.

1. On the First Floor, at the north end of the ship, visit Jeel and Lang on the bridge.

2. On the Second Floor, say "hi" to Laramée.

3. On the First Floor, visit the sleeping crew member in the room to the west and the card-playing crew member in the room to the east.



4. Talk to Arcia in Gandor's room.

Arcia is resigned to the fact that you will all have to fight the Imperial Wizardry. She wants to avoid violence. Laramée pops in to say that you both should come to the cockpit since you're almost to Zephère.

5. On the First Floor, return to the north end of the ship and join everyone on the bridge.

As the *Gude* approaches Zephère, a giant tornado-like waterspout appears! Then moments later, as if the waterspout weren't bad enough, a Torpedo hits the *Gude*! The explanation: the *Vangel* is hiding behind the water-twister. The only thing Gandor can do is make the *Gude* hide in the clouds so it can't be seen.

The ship has taken an extensive amount of damage from the Torpedo hit. There's practically no firepower.

The only way to save the *Gude* is to dock with the *Vangel* in mid-air. It's up to you and Airlim... the only way to get through this is to board the *Vangel*!



The Vangel ~ Second Floor



The plan is for Arcia to wait in the Prison Cell and Laramée to help Gandor. It's up to you to take on the soldiers and get an ID card for restricted areas. You'll all meet back at the Docking Bay.

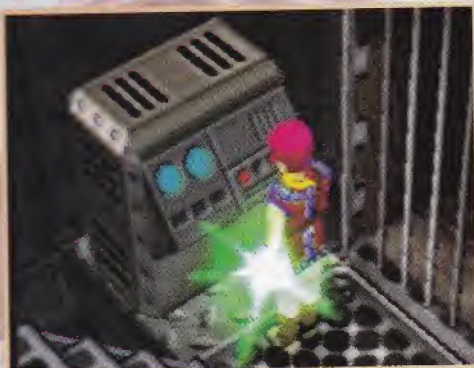
6. Defeat the High Swordsman to obtain ID Card 2.



Third Floor

7. Take the left elevator to the Third Floor and defeat the High Swordsman to obtain ID Card 1.

Power Engine Room



8. Insert ID Card 2 into this console to open the west door.

9. Insert ID Card 1 into this console to open the east door.



10. Speak with the Engineer against the middle south wall. Then, travel to the Cannon Control Room and go to the control panel in the center of the room. Let the Scepter recreate the ID card necessary to use in this panel.

You watch in amazement as the Torpedo rolls into place and begins to overload all of the circuitry.

Meanwhile, two Soldiers approach Slayzer.

"Captain, the crew is starting to mutiny."

"Cowards," Slayzer mutters, "They can't handle this type of situation. I knew I should have chosen a better crew."

"Captain," the yellow Soldier quickly turns from the control panel. "The Torpedo is malfunctioning!"

"What about you, sir?" the blue Soldier queries.

"As the captain, it is my duty to stay behind. Now go!" Slayzer commands firmly.



Back in the Cannon Control Room, Korky advises that you both get the heck out of there and get Arcia pronto!

Second Floor

11. Return to the cell on the Second Floor for Arcia.



When you arrive, you discover an empty cell! Lucky for you, she left a note:

"Eon, Gandor told me that it was too dangerous to stay here, so I went with him. I will meet up with you again later."

A voice booms over the loud speaker, "THIS IS THE CONTROL ROOM! UNLOCK THE FIRST LEVEL AND EVACUATE THE SHIP IMMEDIATELY!"

12. Take the elevator to the east down to the First Floor. Then, proceed through the north door.

First Floor

As the door slides open, you listen in on a conversation already in progress.

"Why are you wasting your time attacking me? We're all going to die anyway!" the man in the mask shouts.

"Your selfish tactics caused the loss of our comrades' lives. You are reckless! Now it's time for you to pay for what you've done!" the other Soldier growls with fury.

"You dare to call yourselves Soldiers!" Slayzer smirks. "So much self-pity ... These losses are trivial! In this world, we are merely pawns. The winners and losers have already been decided. So stop whining and accept your fate!"

"We joined the Imperial Army with hopes of surviving a little longer," the Lieutenant says angrily.

"We thought we would be safe aboard the *Vangel* while the lands met their demise," the Soldier adds. "But those hopes are lost. You've destroyed everything!"

"So now we must have our revenge by destroying you!" the Lieutenant finishes as he lunges toward Slayzer.

Before you can do anything, the Soldier turns toward you. He doesn't recognize you at all, nor does he care. He just wants to take you out of this existence.



13. Defeat the High Swordsman and take the east elevator to the Second Floor.

Vangel Passageway

14. On the Second Floor, take the elevator to the *Vangel* passageway and head south to the cargo lift.



Through the door, you hear Laramée talking to someone.
 "Slayzer!, I finally found you! You have some explaining to do, brother! Why did you join the Imperial Army and help them fight the Desbats? I don't understand what has happened to you."

"I thought I'd never see you again! Laramée ... I was trying to save us. I thought I could deceive the Imperial Army. I'm going to try to destroy their fortress with the

Vangel. As for the continents, I thought that nature would repair what has gone wrong. I thought we shouldn't interfere with magic or the Wise Men's inventions. But that red-haired boy has made me doubt myself."

"Are you talking about Eon? What about him?" Laramée asks, puzzled.

"Eon? Yes, I think he may have better answers than I. Perhaps the damage that has already been done is too great for nature to mend. I just hope we can do something to save what little we have left."

He steps through the door, leaving Laramée crying. "Laramée, I know I've never been a very good brother. And this ... I have put you in such a dangerous position with my foolish strategy. I'm sorry for not letting you know what I was doing. Now I am going to destroy the barrier that guards the continent of Zephère. Tell Eon to use his power to save the human race."

Laramée cries out, her heart breaking, "Slayzer! Wait!! Don't leave me again!"

"Soon the *Vangel* will be destroyed. Get out with the others! Goodbye, Laramée!" Slayzer says through the door, and then there is silence.

"Slayzer! Open the door! Slayzer!" Laramée bangs on the door, sobbing.



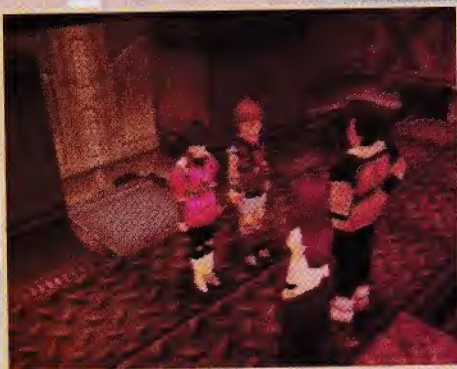
15. Talk to Laramée.

You, Arcia, Laramée, and Gandor meet on the Deck. It doesn't seem that any of the other Desbats made it out alive, and the *Gude's* left wing was damaged badly by the impact of docking to the *Vangel*. You all quickly get the safety of Airlim as the *Vangel* begins the final stage of self-destruction.

Gandor marvels at the flying tower

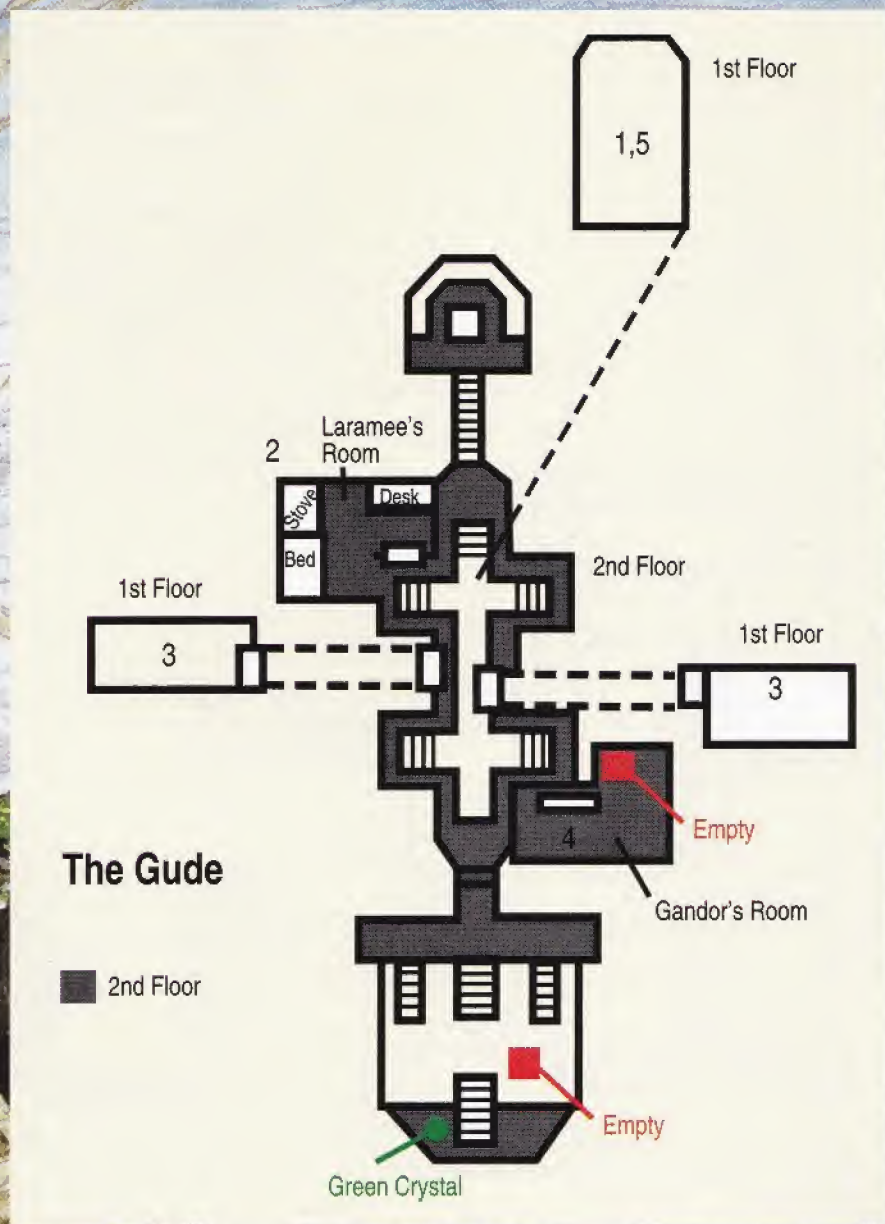
but is not too sure about traveling in it. He decides to take a look at it from the outside, and you all follow ...

Gandor collapses to the ground, falling under the weight of his own guilt. He feels that everything that has happened is all his fault. As Arcia tries to comfort him, you all look up and see that the waterspout is dissipating! And with the clear sky, you finally see the last continent, Zephère.



Maps

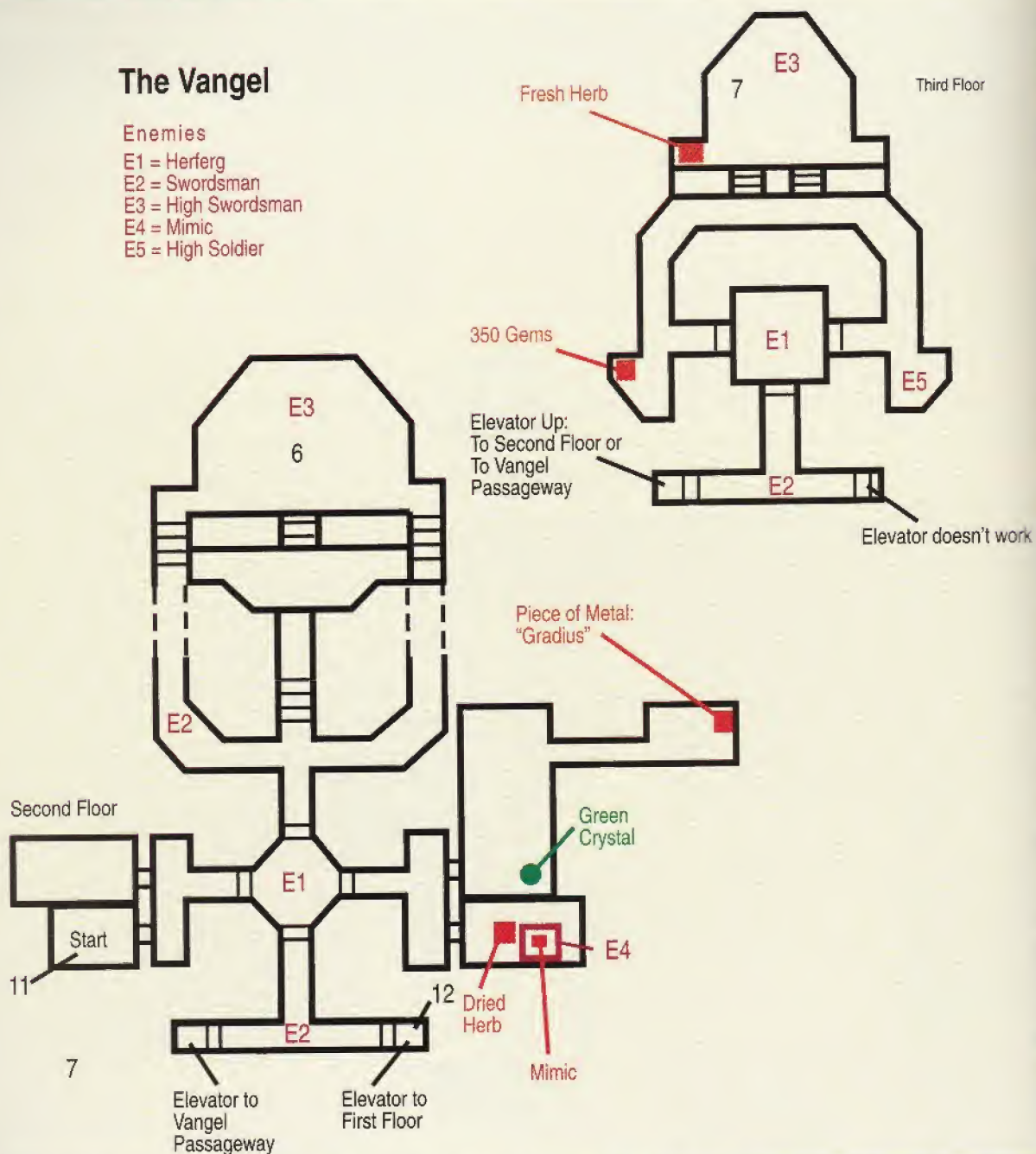
episode four



The Vangel

Enemies

- E1 = Herferg
- E2 = Swordsman
- E3 = High Swordsman
- E4 = Mimic
- E5 = High Soldier

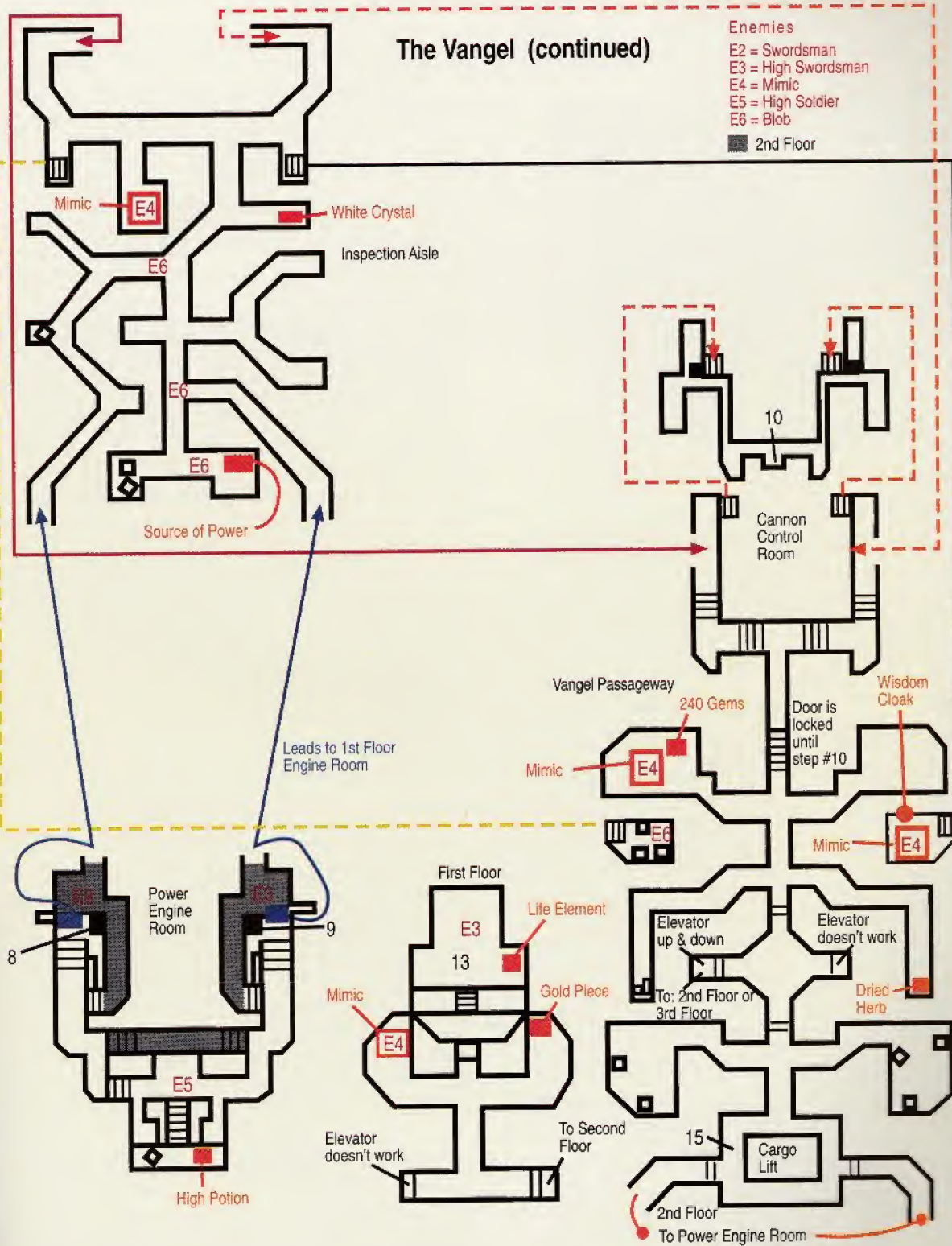


The Vangel (continued)

Enemies

- E2 = Swordsman
- E3 = High Swordsman
- E4 = Mimic
- E5 = High Soldier
- E6 = Blob

2nd Floor



Episode Five

Walkthrough



According to Ziruas, the Imperial Fortress is located somewhere on Zephere. He also believed that the Fortress could derive power from the floating energy. Because it would be too risky to go to the Fortress first, you all decide to first visit the Town of Geltania.

Town of Geltania

This continent is deeply covered in sand, and the town is difficult to find at first. But when you do find the town, the opposition you expect to run into isn't there. In fact, "ghost town" is a good description of this place.

As you walk through the town gates, something immediately strikes you as peculiar. The first person to validate your suspicions is Gandor.

"Boy! This is such a busy little town! Look at all these stores and restaurants! Let's go eat!" Gandor looks around the empty buildings with wonder and walks quickly toward a vacant building.

Laramée is looking around and seeing something else. "Look at all the trees! It must be wonderful to live in such a place." Suddenly, she points off into the distance and exclaims, "Look! There's my house!" In an instant, she's off and heading to the northwest end of town.

Arcia, on the other hand, is standing quietly next to you and remarking on "all those precious lambs" supposedly surrounding her. "Eon, I think you should play with the children!" She smiles and begins to wander toward an imaginary playground.

"Is this some sort of trick?" Korky pipes up from your pocket. Being a Spirit Beast, he is immune to these visions.

"No, I think they're seeing an illusion," you reply. You wonder if your Scepter is protecting you from the enchantment.



1. Find Laramie in the northwest building.

"What's the matter? Cheer up! Everything is peachy!" Laramie exclaims.

2. Talk to Arcia.

"I always wanted to have sheep. Be careful ... you're standing on them!" Arcia chides. You look around at the empty, dusty stone tiles and move slowly "around the sheep" and out the door, shaking your head.

Spirit Shrine

3. After exploring this small temple, approach the giant statue and speak with Karok, the great Spirit Beast.



Korky flies to Karok's side, and Karok uses Korky to speak through.

"Don't be frightened. I am the Spirit Beast, Karok. I think you may need my help. You must be concerned about the barrier. It was constructed by the spirits as protection against the Imperial Wizardry. It distorts one's mind so it is filled with illusions, which eliminates aggression. Unfortunately, some forget that they need to eat and take care of their health. You aren't

affected since you are the holder of the four Orbs of the Wise Men."

"But many of these people are innocent victims!" you protest.

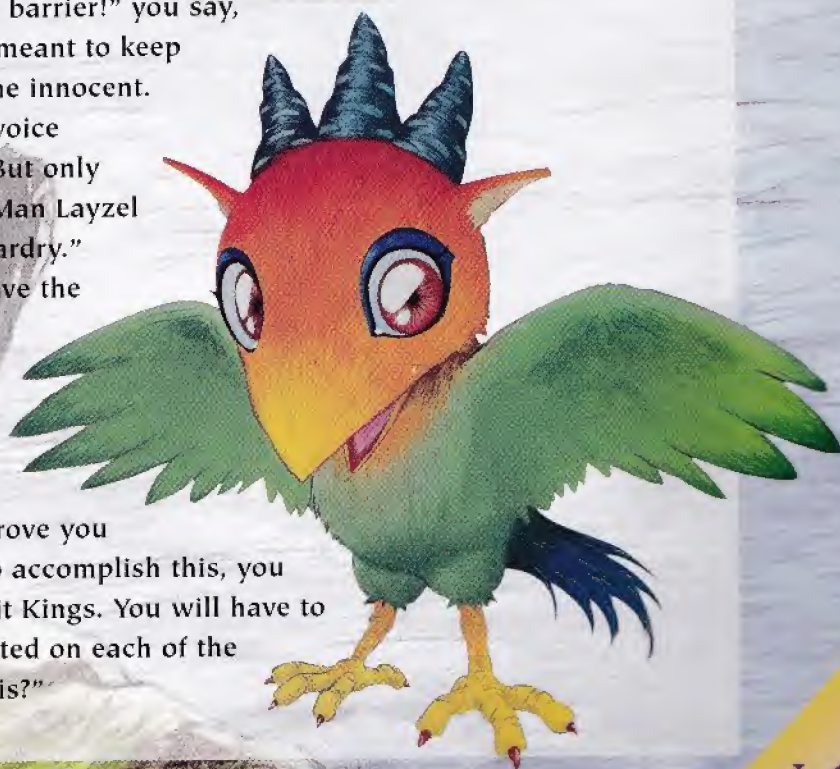
"Yes, it's unfortunate," Karok sighs. "Their lives may be in danger."

"This is terrible! You have to lift the barrier!" you say, unable to believe that an enchantment meant to keep peace is responsible for the deaths of the innocent.

"I wish I could," Karok's sorrowful voice reverberates within the temple walls. "But only a Wise Man can break the spell. Wise Man Layzel has been captured by the Imperial Wizardry."

"But what if they die before I can save the continent?" you ask.

"Since you are the holder of the four Orbs, there is a slim chance," Karok replies. "You must imprint the crest of the four Spirit Kings onto a special Stone Tablet. This will prove you are worthy of their help. But in order to accomplish this, you have to get approval from the four Spirit Kings. You will have to infiltrate all four kingdoms. One is located on each of the continents. Do you think you can do this?"



"I have to!" you answer Karok firmly. "I can't risk losing my friends!"

And so Karok stands you in front of the pedestal and gives you the Stone Tablet. Karok also tells you to find the spell "Translating" so you can read each spirit's message. Finally, each spirit will engage you in a fierce battle. If you succeed, each kingdom will give you what you need.



4. Push the pedestal to the right of Karok to gain entrance to a secret Treasure Hold.

5. Return to Airlim and chose "Ruins of the Earth Spirits" as your destination.

Ruins of the Earth Spirits

Airlim proclaims this to be his birthplace. Only the chosen one who holds the sacred stone may enter to awaken the Earth Spirits.



6. Open the chest in the northern Mother Tower to receive the spell of "Translating".



7. Skip all of the enemies, and just take each set of stairs leading down until you reach Father Tower 4. Use the spell of Translating and read the pedestal:
Visitor to this land,
Touch this with your hand.

As you do, each of the previous Father Tower levels which were askew join and leave you with three complete levels!

8. Return to Father Tower 2 and enter the east door. Follow each set of stairs through the ruins to the Chamber of the Earth Dragon.

9. Speak to the Servant of the Spirit King. When you're prepared to fight the Earth Dragon, tell the servant "Yes", you are ready to enter.

Chamber of the Earth Dragon

10. Step onto the moving platform to reach the Earth Dragon.

Battle the Earth Dragon

As with all dragons, the Earth Dragon has a Breath Attack. It's easy enough to avoid by simply holding up your shield and waiting it out. If you're tempted to dodge around while blocking, resist the urge—you'll probably only get nailed or knocked down. Also, remember that the dragon can only turn his head so far. If he starts breathing, and you can sidestep until his head won't turn anymore, you're safe to charge in.



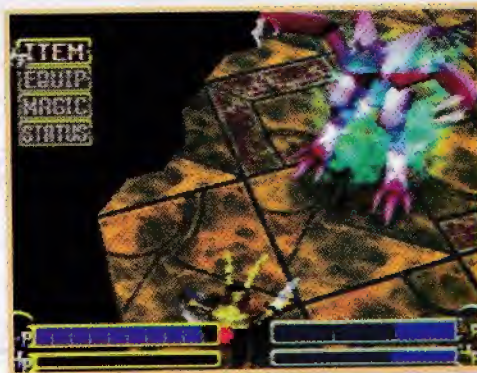
The moment you get a chance, sidestep until you are behind the dragon and attack as many times as you can before he spins around to defend himself. You can really get a big jump on him if you stand just outside of breath range and then sidestep and charge in for maximum attack time. The fastest up-close attack that does the most damage is any sword's special attack, but if you can get in quick enough, a well-timed ax special attack also can be devastating.

When you're in close, be careful to guard against the dragon's large claw swipes. Getting hit once can knock you flat on your back.

Strike quickly! The dragon has the ability to heal and can draw this battle out longer than it needs to be.

Do whatever you can to make sure you don't back the dragon into a corner! He won't advance toward you, and you cut off your route to his vulnerable backside.

11. Take the moving platform to the ledge and exit through the door to the southwest.



Passage to the Chamber of the Spirit King

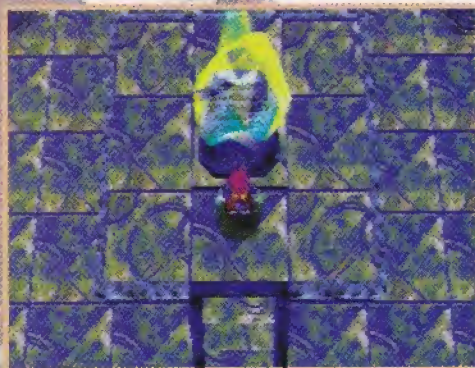
12. Speak with the Servant of the Spirit King.

Korky speaks with the Spirit King through his thoughts, "Earth Spirit King, the Chosen One has arrived. Please reveal to him the truth so that he may understand his role."

The Servant of the Spirit King answers, "You have come to this land with the help of the spirits. You have defeated the dragon. You may enter."

Chamber of the Spirit King

13. Step up to the altar and use the Stone Tablet with the pedestal. After talking to the servant, turn around and examine the altar again to learn the Fire Sphere spell.



The voice of the Spirit King echoes inside this sacred chamber.

"You are the Chosen One. Listen carefully. In this world, the humans have become merely pawns. The spirits try to make them see how important the preservation of nature is. But the evil spirits, led by Mah Oh, encourages them to be selfish and greedy. Some humans follow one influence, and some follow the other. It often seems that Mah Oh will be victorious in

his attempts to cause the end of the world. Then he will be able to take the fallen souls and make himself more powerful. The spirits seem to have their best influence on children. But as humans grow older, the temptations of Mah Oh become too great for them. The spirits are losing and the humans are losing, as well, but often do not realize it. There may still be a chance to save this world, but as long as Mah Oh exists, we'll always be in danger. It seems useless to hope that humans will realize what is happening. To their children ... to their planet ... and to their souls. Think about this as you continue your quest."

Chamber of Birth

As you enter this room, a strange blue light pulsates around you, and a voice says, "This is where Airlim was created. The effort of restoring the continents is draining his power. As his master, you can restore his power by releasing the souls that are buried here. Check the three pillars."



14. Read the inscription on each pillar, starting with the north pillar.

"The power of Airlim lies within."

"A spirit derives its energy from the earth and all its inhabitants. Can you hear the cries of their souls? They are waiting to help you."

As you touch the third and last pillar, your Scepter glows! The Scepter captures the power of the spirits for the revival of Airlim!

15. Go through the door to the east and up through the ruins and return to Airlim. Take Airlim to Aquas. To find the "Ruins of the Water Spirits," press down on the D-Pad when looking at the continent of Aquas.

Ruins of the Water Spirits

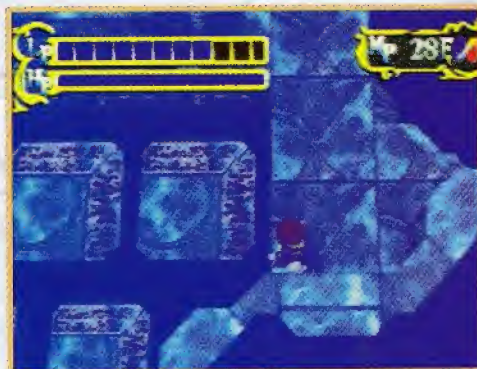
16. Walk down the east stairs, then go north across the moving platforms to the pedestal in the north. Use the Translating spell to read the inscription on the pedestal.

17. The pedestal reveals the following verse:

"Stranger to the land, proceed clockwise. You must complete the circle then touch the pedestal.

As quickly as you can, travel around this area clockwise, walking over the moving platforms, around, and back up to touch the pedestal. Time is ticking, so don't stop for anything! If you don't make it back to the pedestal in time, the green lighting around you returns to normal. Just touch the pedestal to try again.

When you successfully complete this time trial, you will appear in a new room.



18. The door to the north is magically sealed, so exit through the door to the west and return to the pedestal. Use the spell of Translating again to receive the following verse:

"The stream flows one way. But at times, it is necessary to oppose the stream."



The moment you let go of the pedestal, you must do the time-trial again, but counter-clockwise this time! This will be a little tighter on time, you can't waste a moment! As before, if you don't make it back to the pedestal in time, touch the pedestal one more time to begin again.

19. This time, the door to the north opens. Proceed through it and down the stairs.

Battle the Water Dragon



As with all dragons, the Water Dragon has a cone-shaped Breath Attack, but he also has a single-projectile Breath Attack. Usually, he'll only use the projectile attack if you're out of range for a cone-shaped attack, but he can surprise you with it up close on occasion. Naturally, the strategy that applies to the Earth Dragon will work on this one, but be careful because the Water Dragon has a tendency to attack more quickly and in quicker succession.

tip

After you defeat the Water Dragon, return to Pikshim and visit with Afto and Selela. They will be very glad to see you, and after spending the night, Afto will give you a Sacred Stone! Speak with him again and he will mention that the man named Toman, who the woman next to the Church has been looking for, is still missing. Return to the Icy Corridor and re-enter Earth Stratum, where you had to dig for the Obsidian. Speak to the youth who is wandering in this area. He will mention that Toman used to work in here. Speak to him again, and he will add that Toman used to dig in the north-west. Check each wall in the extreme north-west corner until you find Toman's Wedding Ring. Finally, return to Pikshim and give the Wedding Ring to the woman standing next to the Church. She will give you a Bar of Gold for your kindness.

20. Walk across the platform to the northern door. Speak with the Servant of the Spirit King. Once inside, use your Stone Tablet with the sacred pedestal.

A voice echoes all around you.

"Chosen One, I give you this knowledge. When the spirits and the humans lived in this world together, there were many terrible wars. A prince summoned Mah Oh. His name was Zeruge. He gained power over all of the spirits and used them to destroy many kingdoms. His wrath was like a scythe that cut through the countryside. No one was spared. Not even the women and children escaped his evil terror. He gathered a large army of terrible monsters and demons. The last kingdom was ruled by Princess Ellemera. Mah Oh Zeruge ordered her execution, but then something made him change his mind. Perhaps it was love ... perhaps not. But whatever the reason, he was too late. In sorrow, he took his own life. Now you must find out what made him change his mind. Zeruge was once a peaceful prince. But the effects of the wars turned his love into rage. His army disappeared into the depths of the sea. No one knows what happened to the spirit of Mah Oh. It has been so

long that the story thought to be a childrens fairytale. But most will admit that his presence can still be felt."

Once the story has been told, you receive a Piece of Metal. Your Scepter glows and reconstructs "Aero Guard," a suit of armor!

21. Return to Airlim and travel to the continent of Volcos.

Ruins of the Fire Spirits

22. The key to completing this puzzle is to match up each color teleporter room with its corresponding colored room. Here are the steps:





A) Step onto any teleporter. Once you arrive in that teleporter's room, touch the pedestal and defeat the enemy that appears.

B) Immediately after you defeat this enemy, go to the corresponding colored room, which will either be to the north, south, east, or west.

C) When you touch the next pedestal, you will fight the same enemy.

D) When you return to the main area, the teleporter combo you just completed will gray out.

An example:

A) You take the yellow teleporter and touch the pedestal to fight and defeat a Bright Saber. When finished, you step on the yellow teleporter in that room to return to the main area.

B) Now you walk north into the yellow room. You'll touch this room's teleporter and have to fight the second Bright Saber.

23. Once you've completed all of the rooms, a white whirlwind in the center of the room appears to take you to the Fire Dragon.

Battle the Fire Dragon

The Fire Dragon is the most common of all the dragons with its ability to breathe fire. He is exactly like the Water Dragon, but with slightly faster attack speed and increased attack frequency. He also has an extra bar of energy, so expect this fight to drag on a little longer than the previous one. Try to injure him each time begins to cast a self-healing spell or the fight will become even more drawn out. But also remember that you're likely to make careless mistakes if you rush through your attacks.



24. Walk across the platform to the northern door. Speak with the Servant of the Spirit King. Once inside, use your Stone Tablet with the sacred pedestal.

An unearthly voice filled with wisdom surrounds you.

"Listen to the history handed down through many generations. Long ago, the spirits and humans coexisted on this world. Sometimes there were skirmishes deciding ownership of land. But they were sparse since there was so much land to be shared amongst them. But one day, the Mah Oh was summoned by a prince. His name was Zeruge. With terrible strength and deadly wrath, he separated the spirits from the humans. He divided the spirits into four different spirit worlds. They were sealed into a parallel dimension. This kept the humans from controlling nature's power without the help of the spirits. He also took almost all of the magic away from the humans, hoping to leave them helpless. Zeruge massacred all of the human leaders in an effort to unite humanity under his rule. But after a strange incident occurred with a princess, Mah Oh and Zeruge disappeared. After many years, the humans used

the little magic they had to regain their power. They called upon the spirit world to help them as well. But the spirits were deceived by the greedy humans. Two human factions became engaged in a huge war. And a new Mah Oh was summoned. Although he did not cause the death and destruction, he fed upon the hatred. He became very powerful and soon he will come forth ..."

The voice stops abruptly and the lesson is finished. You receive a Piece of Metal. Your Scepter glows and recovers the shield "Aero Barrier!"

25. Return to the main area above and use the Red Crystal to return to Airlim. Travel to the continent of Shilf. To find the "Ruins of the Water Spirits," press down on the D-Pad when looking at the continent of the Shilf.

Ruins of the Wind Spirits

26. Use the spell of Translating on the pedestal to receive the following message:

"Five gilded rings
inside each are scenes of
Grassy pastures,
Tranquil seas,
Cloudless skies,
Dancing flames,
And the shining sun."

The answer to this puzzle is to go to five of the six teleporters, fight each enemy in each teleporter's destination room, and complete all five in a specific order. The order in which you must teleport, and the enemy you must defeat each time, is:



- A) **Green Teleporter:** Defeat the Fortu
- B) **Dark Blue Teleporter:** Defeat the Stormer
- C) **Light Blue Teleporter:** Defeat the Brave
- D) **Red Teleporter:** Defeat the Bright Saber
- E) **Yellow Teleporter:** Defeat the Braze

27. The pedestal will disappear and leave the door to the north open. Take the stairs down.

Battle the Wind Dragon

This dragon will be a little easier to defeat than the past two dragons, which were the toughest of the lot. Therefore, using the same technique you used on the Earth, Fire, and Water Dragons, get around his Water Breath Attack and get in close. When you're far enough



away, he will spit single projectiles at you to scoot you farther away, then he'll follow with a good strong Water Breath Attack. That's when you make your move by sidestepping the spray and running up behind him to strike with a special attack. A last note about this easy mini-boss, he has only three health bars. Because you're now a dragon-slaying pro, this fight will go quickly.

28. Walk across the platform to the northern door. Speak with the Servant of the Spirit King. Once inside, use your Stone Tablet with the sacred pedestal.

A soothing ethereal voice fills the spirit shrine.

"Here is a message for you from the Spirit King. Who is ruler of the Spirits? He has many names, but most people call him Mah Oh. His evil soul matches the ferocity of dragons and the power of giants. Once, he declared himself ruler of the world. Leading a heinous army of beasts and demons, he started a ruthless war. Whole continents were depopulated, and the ground ran red with blood. He divided all intelligent races, except the humans, into four different groups. He sealed them into different dimensions. But we, the spirits, escaped to a peaceful place. We've kept a friendly relationship with the humans. Alas, Mah Oh has returned to punish the humans once again!"

You receive a strange Piece of Metal and pick it up. Your Scepter glows and restores the sword "Aero Force!"

Town of Geltania

29. Return to the continent of Zephre and go to the pedestal in the Spirit Shrine. Use your Stone Tablet with the pedestal in front of Karok.



Karok is obviously very impressed with your skills, and adds that the spirits are certainly impressed with your courage.

"But why won't they release the barrier?" you ask in bewilderment.

"Because there is one other condition," Karok replies. "All of my power has gone into creating this barrier. I need the power of another Spirit Beast in order to counteract the spell. Korky will need to sacrifice himself to me ..."

Your feel your heart shatter and, for the first time, you're angry with the great Karok. "This is too much!" you shout, swallowing the lump in your throat. "How can you ask for something like that?"

"It's not that he has to die. His soul will enter my body. We will become one being. He will not be lost."

"I'm sorry, Eon. He's right," Korky's tear-filled eyes look sadly into yours. "I was lucky to take on this small body and be with you guys. Now I have to act responsibly. Say goodbye to everyone for me ..." His little voice cracks as he tries to smile and adds, "Especially Laramie."

"No!!!" you protest, trying to sound irate. "You are my partner! I need your help!"

"You need me to do this," Korky says quietly. "Otherwise, this mission can never be completed."

You nod silently and give him a quick hug. As you let go, you feel him being pulled back toward Karok by an unseen force. He smiles brilliantly at you and yells, "Uh-oh, bye for now! The Great Spirit caaaaaalllllllssssss!"



"Korky, no!" you say, reaching out to touch a feather. But then there's a brilliant light and in a moment he is gone into Karok.

You're still reeling from the power of this moment as Karok's forceful voice reverberates throughout the temple. "Korky is safe. He has joined with me to become Karok. You must warn the creatures of the corporeal world: Powerful spirit forces are in alignment. You must leave this land!"

Outside, the spell over the continent is lifted. Laramée wakes up from her daze wondering where she is and begins a search for you and Korky.

Karok tells you that the Imperial Wizardry will be attacking the town very soon, and that you must warn your friends immediately. You leave the temple to find Laramée at the door waiting for you. She has no idea where she is or what she's been doing. You quickly fill her in on the details, but you're reluctant to tell her where Korky has gone. Finally, you tell her the truth. "It's Korky. He's returned to the spirit world."

"What?! Korky is gone?! But why?" Laramée protests, trying to hide her anxiety with anger.

"He had to leave in order to release the barrier. He is now within the body of Karok."

"He did it for us?! Poor Korky!" Laramée, for the first time since you've met her, begins to cry softly. "I didn't even get to say goodbye!" She hiccups and continues, "I always treated him like he was just a bird. I don't think I ever took him seriously. He was a good companion. Oh, this is awful! Please let me be alone ..."

You try to put your hand consolingly on her shoulder, but Laramée is already walking quickly away.

30. Return to the middle building to the east and visit Arcia.

Strangely, no matter what you say, Arcia is not snapping out of it. She keeps demanding to know what happened to her kingdom and does not know who you are.

Outside this building, Gandor is waiting for you. He knows what happened, but almost wishes that you hadn't lifted the spell.

"I can't help you anymore, Eon," he says grimly.



"Why? What is it?" you ask, suddenly taken aback. You're not sure how much more of this you can handle.

"What are you talking about?" a different voice interjects. Laramee appears from behind you.

"In the trance, I remembered something. Now I must find out the truth," Gandor states matter-of-factly. "And then I might have to fight against you."

Neither of you understand where this is coming from, but all Gandor will say is, "I'm not sure exactly what I saw in the trance. But it has nothing to do with you, Laramee. I have to get going. Goodbye."

"Gandor! Wait! I don't understand!" you call after him. Laramee tries to comfort you, and although you appreciate the thought, it's not working.

Laramee quickly heads inside to talk to Arcia, but with no luck. "This is too much!" she exclaims, looking terrified. "First Slayzer, then Korky, and now Arcia!" She turns on her heels and runs out the door, leaving you alone.

31. Return to the Spirit Shrine and follow Laramee inside.

Laramee is obviously on the verge of a breakdown. She feels that everyone important to her is lost, and that it's important that you do what you can to save Arcia. You assure her that you won't be going anywhere until

you know that she's alright. But Laramee quickly turns on you by yelling that you'll only stay with her until your job is done, then you'll go rushing back into Arcia's arms. A moment after she finishes, she takes a step back and is silent as you both realize how she really feels about you. She quietly tells you that she's alright, and that you should go check on Arcia.



32. Return to Arcia in the middle building in the east.

As you try to reason with Arcia, an Imperial Soldier comes through the door behind you both!

"Please! Get this armor off of me!" he pleads as you reach protectively for your weapon. "Otherwise, the Imperial Army will recapture me!"

Your hand eases away from your weapon as he continues to explain, "I can't participate in the cruelty of the Army." Suddenly, a blue light surrounds all of you and the Soldier cries, "Ha ha ha ha! The barrier has been released. Now we may proceed with our plans. But first we must find that traitor!"

A strange sound comes from outside and the light around you continues to change. A voice from outside yells, "We've located the traitor, sir! He's in this building!"

The Soldier turns back to you and sneers, "Excellent! Now destroy him so we can leave. This will show everyone the folly of defying the Imperial Wizardry!"

Suddenly, Arcia snaps out of her dream, "No! Please, not again!" A white light flashes and the Soldier, falling to his knees and screaming, spontaneously bursts into tiny pieces! Arcia is screaming too and then nearly collapses, crying.

You approach her to comfort her, but she screams, "Get away! Don't come near me!!"

And if you thought things couldn't possibly get any weirder, you feel a strange power overcome you. You don't know how, but you learn the spell "Genocide."

33. Return to the Spirit Shrine and talk with Karok.

"It is your destiny, Eon, to restore this world to how it was meant to exist," Karok tells you.

"No," you reply, "It's supposed to be Arcia. I'm just helping her out."

Karok shakes his head. "Arcia recites the lifting verses. But it is your destiny to save the world."

He explains that before you can save the continent, you must get the lifting verse from Wise Man Layzel in the cemetery. You must go to the center of town and announce yourself as the Master of Airlim. The entrance will open and you will descend. Time is short.

34. In the center of town, stand on the south side of the obelisk, face it, and search. Descend into the cemetery.

Underground Cemetery

35. The ghost of a little blue-haired girl wants to play hide-and-seek with you. Follow her to the left she teleports toward the southwest room.



"I've been waiting for you!" she giggles. "Now you see me," she smiles, stepping backward onto the teleporter, "now you don't!" And in a flash, she's gone.

36. Step onto the teleporter to follow the little ghost girl.

Public Cemetery

37. You must "worship" at six of the graves in this area. Step up and read any tombstone for the order and placement of each tombstone.

You should get the following epitaphs:

- A) "My life was cut short. I was not ready to die yet!"
- B) "Death is everywhere ... we could be torn apart tonight"
- C) "It is so dark in here. Please turn on the light!"
- D) "I haven't had anything to eat for a very, very long time!"
- E) "Suffering is often worse than death itself."
- F) "There is a cliff ... That child ... Oh no!"

38. The lights will go dim. Go speak with the ghost of the elderly woman in the east. Say "No", when she asks if you would like any gems. When you do, you'll receive the Lifting Verse of the Earth Spirit. (If you say "Yes" you're in for a surprise! This seemingly harmless elderly woman will punish your greedy nature by revealing her true self ... you'll have to defeat a Wizard!)

39. When all is said and done, take the brand new stairway on the west side down and collect the Source of Power. Then return to the Underground Cemetery.



Underground Cemetery

40. Find the little blue-haired girl standing on the teleporter to the southeast. Follow her.

Soldier Cemetery

41. Very simply search the middle gravestone in each set, starting in the north and ending in the east. This opens up the eastern stairway. Take this stairway down to receive the second part of the Lifting Verse. Collect the Life Stone and return to the Underground Cemetery.



Underground Cemetery

42. Find the little blue-haired girl standing on the teleporter to the north. Follow her.

Royal Family Cemetery

43. Check all eight tombstones on each side. When you've checked all eight, a passageway opens in the south stairwell. Follow it down to receive the third part of the Lifting Verse. Get the Special Herb and return to the Underground Cemetery.

Underground Cemetery

44. When you return to this area, the little blue-haired ghost girl is waiting for you. She wants you to find her mother. Each of the three cemeteries has a mother looking for her child, so go to all three and speak to each of them.

Then, talk to the little girl in the Underground Cemetery. When she says, "I haven't seen my mother for a thousand years. Can you find her?" say "Yes." Then she will ask, "Are you sure you can find her?" Say "Yes" again. She will walk into you, literally.

When you've done this, you'll need to take her to the white-haired grandmother in the Public Cemetery.

Public Cemetery



45. Talk to the white-haired grandmother here. She will ask, "Did you find her?" and the little girl will say, "Grandma, where is my mother?" Luckily for everyone, this is her mother, who just got really old over the thousand years they were separated. Seeing her daughter again makes her young again! They reward you by teleporting you to the entrance of Wise Man Layzel's room.

Wise Man Layzel's Room

46. Walk down the stairs here to find Wise Man Layzel and listen to what he has to say. At the end of his teachings, you will receive the fourth part of the Lifting Verse.

Wise Man Layzel appears and tells you, among other things, that the bottom of Zephre began to erode away to reveal the Imperial Fortress. Those who caused the great war secretly built their fortress in hopes of reviving their strength. They eventually were able to invade and destroy the town and the desert took care of the rest. Only Geltania survived because of the barrier created by Karok and the spirits.

Layzel gives you the fourth part of the Lifting Verse, but adds a warning: If you recite the Lifting Verse now, it will only give the Imperial Wizardry energy and power. Before using the Lifting Verse, you must sabotage the Imperial Wizardry's power core. If the lifting power of Airlim comes exactly when the core is destroyed, only Geltania will be lifted. The Imperial Fortress will be separated from the land and will fall into the sea.

Town of Geltania

47. Visit Arcia and Laramée. Now would be a good time to save the game.

You're happy to find Arcia awakened from her hysteria. Laramée explains that Gandor was able to talk to her, after which she fell asleep. When she woke up again, she was normal! Then Gandor left and hasn't been seen since. Arcia can't remember anything, and is distraught that Korky and Gandor are gone. As usual, she blames herself. You comfort her by denying that anything is her fault. You give her the Lifting Verse, and finish by explaining what Wise Man Layzel told you about the Imperial Wizardry. Laramée already knows where their secret entrance is, because Gandor secretly told her that he was going to infiltrate the Imperial Wizardry himself! Laramée gives you her Coral Necklace as a good luck charm. It's up to you to help him now.

Wise Man Layzel's Room

48. Return to Wise Man Layzel's room and jump into the hole.

Imperial Fortress - A Block

49. Speak to Jeel, who sits mortally wounded against the wall.



You speak to poor Jeel as his life slowly ebbs away. He tells you that Slayzer brought him here and told him that you would be there soon. He knows he won't live much longer, and he wants you to tell Gandor and Laramée that he died on the *Vangel* lest they blame themselves. Then he tells you that the leader of the Imperial Wizardry is a horrific monster named

Gudelzepher, and he is in the central quarters of this fortress. To enter that secret area, you'll need a special security card and code. Killing Gudelzepher will cause the entire Imperial Wizardry to collapse. And then dear, loyal Jeel takes his final breath, sighs, and closes his eyes.

50. Defeat the Assault Golem and collect his Security Card. Use it in the control console in this room. It won't work at first, so the Scepter repairs it. Use it again, and enter B Block through the north door in this room.

51. Once you've defeated the Buster Golem in front of the first elevator, take that elevator to the second floor. You'll have to defeat the Drifer in this room. When you've done this, a platform will rise up to bridge a gap leading out of this room and into a small hallway to the left. (It should be the only hallway you can reach at this point.) Walk through it to the south and you will fall into the Spirit World of Zephre.

Speak with the Wise Man Layzel. He tells you that if you are able to release the soul of each Wise Man, you'll gain entrance to the central quarters. You must not say the Lifting Verse yet, or you'll make Gudalzepher immortal. Instead, you must destroy the Fortress at the same time that the land regains its floating power.

Once you confirm your understanding of what he has said, his soul is released! As a gift, you receive the spell "Flare Sphere." Only three more Wise Men to go ...



52. Now make your way to the elevator in the northeast, ride to the second floor, and defeat the Buster Golem. Walk through the door and to the left. Enter the small hallway to the east, and you'll fall into the Spirit World of Volcos.

Speak with the Wise Man Gault. He tells you that, long ago, there was a terrible war that divided the people into two factions. Neither would give in, so the Wizardry used a weapon that both sides had agreed to ban.

When Wise Man Gault's soul is released, you receive Zeran Barrier, a shield! You should equip this to prepare for your battle with Gudalzepher.

53. Go to the elevator in the northwest and, on the second floor, defeat the Royal Guard. Walk through the door and to the north through the small hallway. You will fall into the Spirit World of Shilf.

Speak with the Wise Man Zora. He tells you that this is the place where souls have come to rest and still watch over the land and offer guidance. He gave Arcia his own magic and tells you that are powerful, too.

When Wise Man Zora's soul is released, you receive Zeran Saber, a sword! You should equip this to prepare for your battle with Gudalzepher.

54. Go to the elevator in the southwest and, on the second floor, defeat the Assault Golem. Walk through the door and west through the small hallway. You will fall into the Spirit World of Aquas.

Speak with the Wise Man Wonoa. He tells you that the Imperial Fortress is powered by magic. They have been trying to obtain Airlim



so they could gain his superior power, which is why the Wise Men were imprisoned. They refused to help the Wizardry get Airlim, and so the Wise Men were killed one by one.

When Wise Man Zora's soul is released, you receive Zeran Guard, a suit of armor! You should equip this to prepare for your battle with Gudalzepher.

The last words you hear in this Spirit World are, "Now go and face the enemy!"

Imperial Fortress ~ Zone Z

55. The doors to the north and south of the entrance here won't budge. Take the hallway leading northwest up to Zone X. Walk into the small area with the console and defeat the Royal Guard. Check and activate the console, which says:

"Release Security Lock."

Imperial Fortress ~ Zone Y



56. In the opposite small area, defeat the High Swordsman and talk to the Magic Engineer at the console. He is distraught because you've killed the high Swordsman and doesn't want to help you. But when it dawns on him his life might be in danger, too, he tells you that the passcode to get into the central quarters is ▲▲×●.

57. Return to Zone Z, where you will find Gandor and Laramée waiting for you.

When you ask him why he left you earlier, Gandor explains, "When the barrier was lifted, my memory was shaky. I began to see into my past and I thought I saw you there also. But ..."

"Yeah, you said you couldn't help me anymore," you interject.

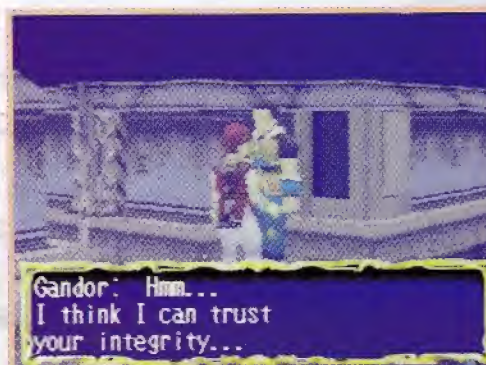
"I was just confused," he replies. "I've figured it out, though. Now we just have to figure out how to let Arcia know when to begin the Lifting Ceremony. I may have an idea."

Gandor attacks the north door with a mighty blow, but nothing happens. "Eon, do you think you can open it somehow?" he asks, rubbing his knuckles and wincing.

58. Walk to the door and face right. Use the Security Card in the slot. Then use the passcode ▲▲×●.

The door slides open and you step through to explore. Gandor stays behind for a moment and tells Laramée to stay. She is reluctant at first, but Gandor gives her his dagger.

"Why are you giving me your most prized possession?!" she exclaims, the worry evident on her face.



"It is magically linked to me. If you have it, you can communicate with me," "Please go back to town with this dagger."

Once again, Laramée refuses to go until he convinces her that she is needed in Geltania. When Gandor joins you, you tell him that the moving platform isn't working.

"They must have cut the power. Security is very tight," Gandor says, eyebrows furrowing in frustration. "What can we do now?"

Just then, an alarm sounds all around. "Intruders in Zone Z! Activate Thermal Control Field in Zones X, Y, AND Z!"

"They must be trying to freeze us to death!" Gandor exclaims as the air around you suddenly becomes deathly cold. Laramée is still outside the door, and Gandor tells you, "Laramée better get out of here quickly! Get her back to the elevator now!"

"But there's no power!" you protest.

"I have an idea on how I can fix that ... So go!" he Gandor says firmly.

59. Walk to Laramée and follow her to the elevator. Return to Gandor.

"I took Laramée back to the elevator," you say.

"Good," Gandor nods and then folds his arms. "Eon, tell me why you're doing all this for us."

"What do you mean? Why are you asking this now?" you say, totally confused.

"Please just tell me the truth," Gandor insists.

"It's just that Valos always taught me to be helpful. And he almost seemed to be preparing me for this day."

After a moment, Gandor nods and says, "I think I can trust your integrity. I'm sorry, but I thought you might have been an enemy. I thought that perhaps you were trying to overthrow the Wizardry so you could rule! I thought that you were the Mah Oh. I'm sorry I became so suspicious. Now I will help you complete this final mission."

With that, he tells you to get onto the moving platform. He'll use his body to conduct the electric current necessary to make the platform move. You protest and argue, but nothing will sway his belief that this is the only way you'll make it.

"You have to accept this. It is my fate ..." Gandor tells you. You try to argue once more, but he looks into your eyes and you know that this is the way it must be.



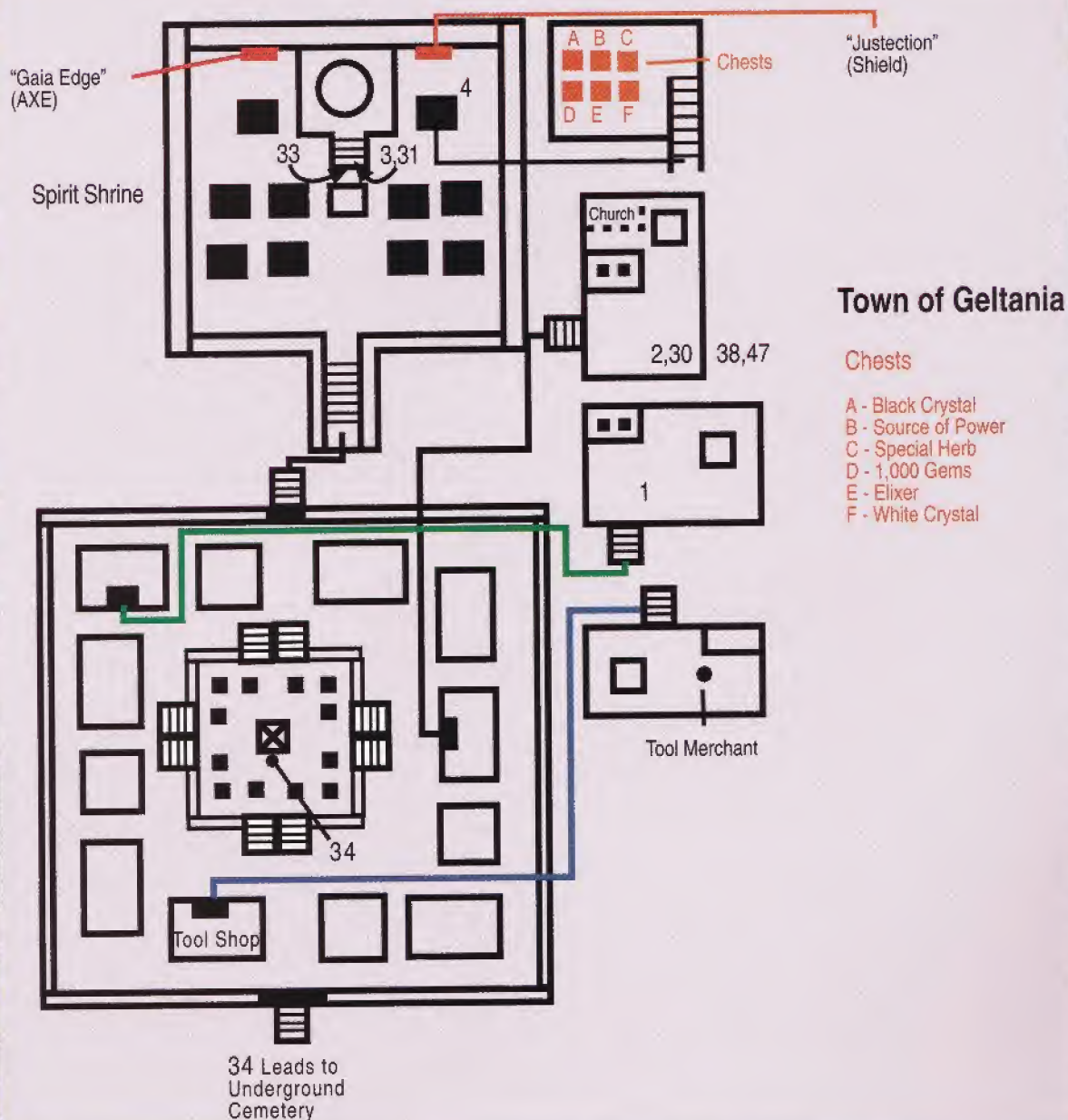
You hear the powerful electric current behind you as the platform begins to move. You swallow hard and stare straight ahead, thinking only of the brave and loyal Desbat Pirate. You know this is the way he wanted to die, fighting for the freedom of the human race.

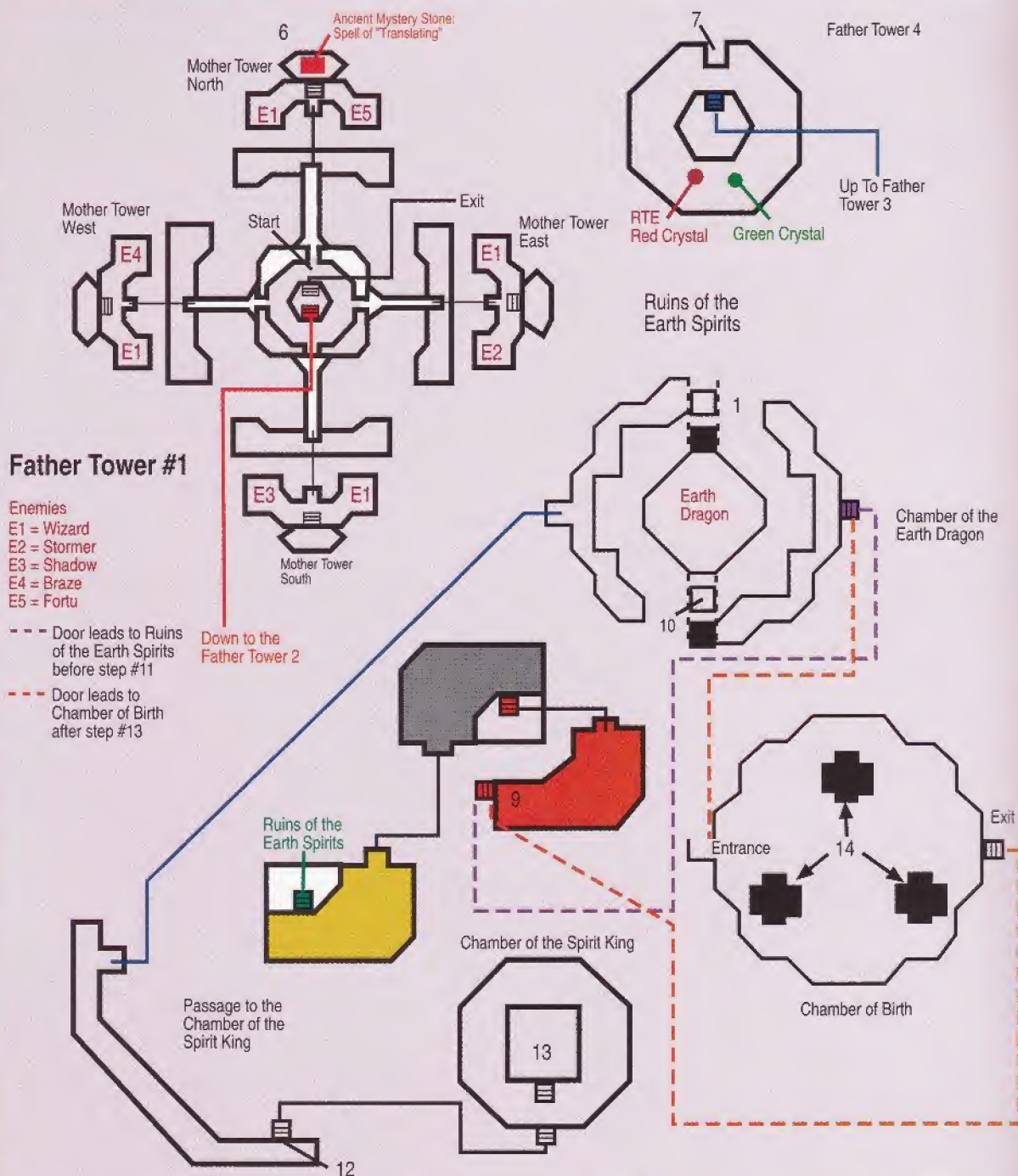
"Eon!" Gandor's raspy voice weakly breaks through the darkness. "Follow your destiny ..."

60. When you're ready, move north through this door to face Gudalzepher.

Maps

episode five

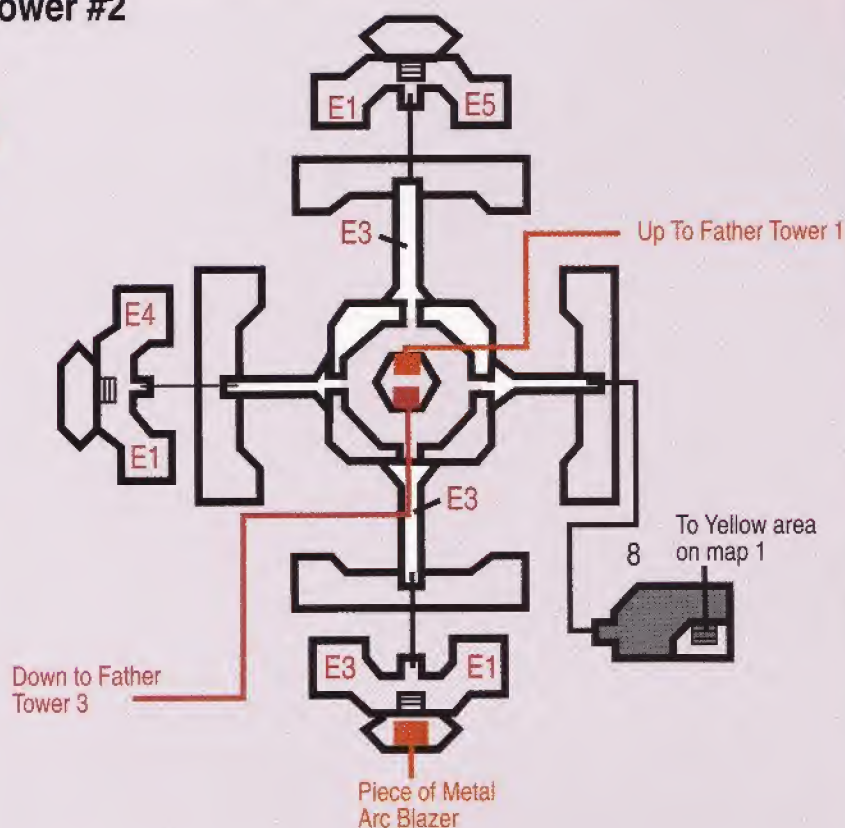




Father Tower #2

Enemies

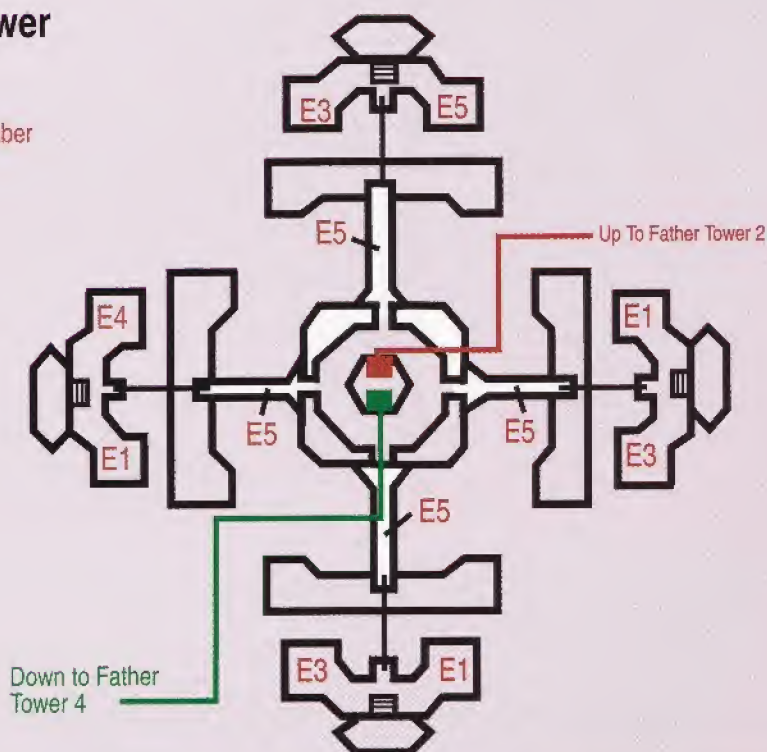
- E1 = Wizard
- E2 = Stormer
- E3 = Shadow
- E4 = Braze
- E5 = Fortu

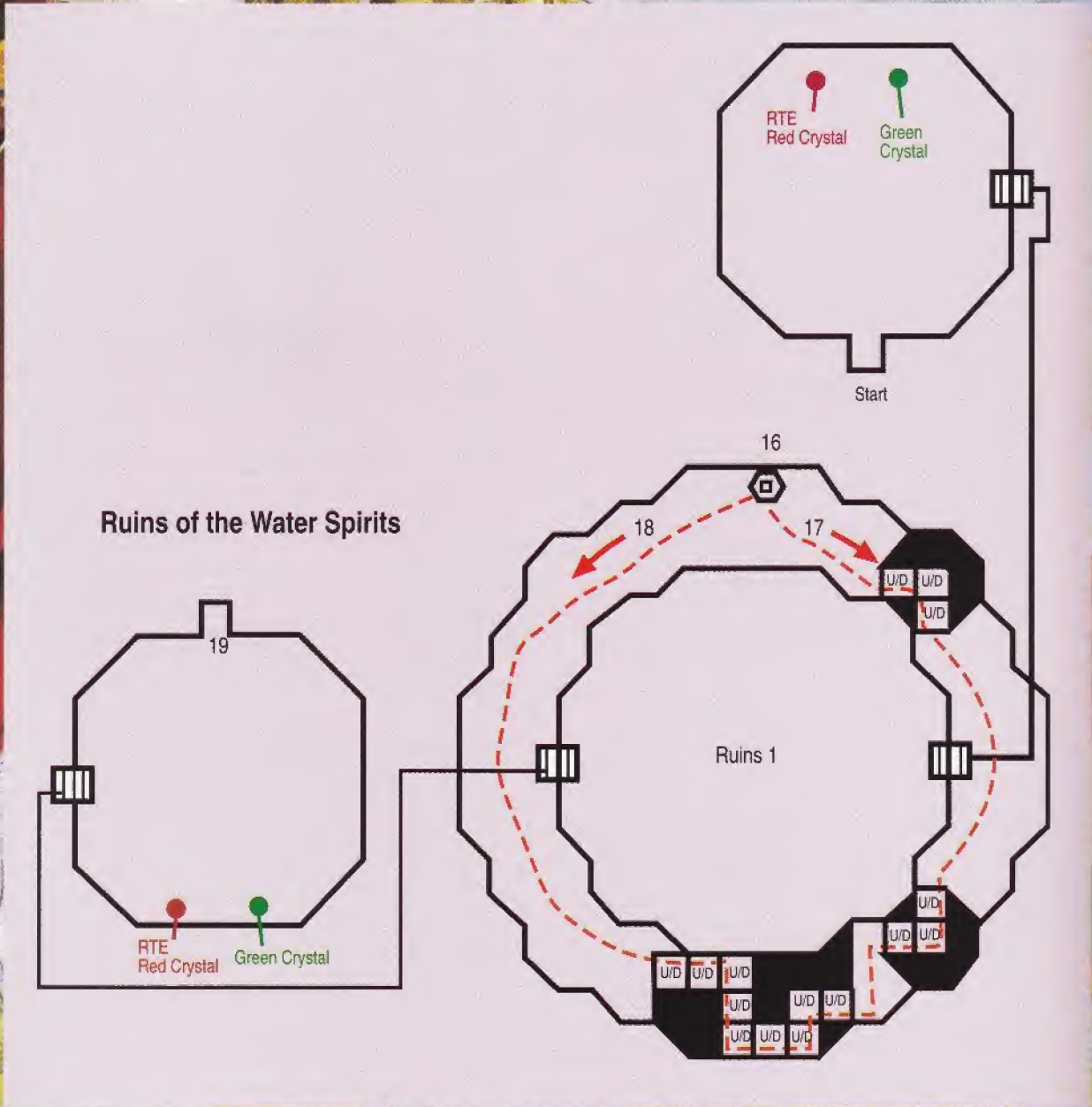
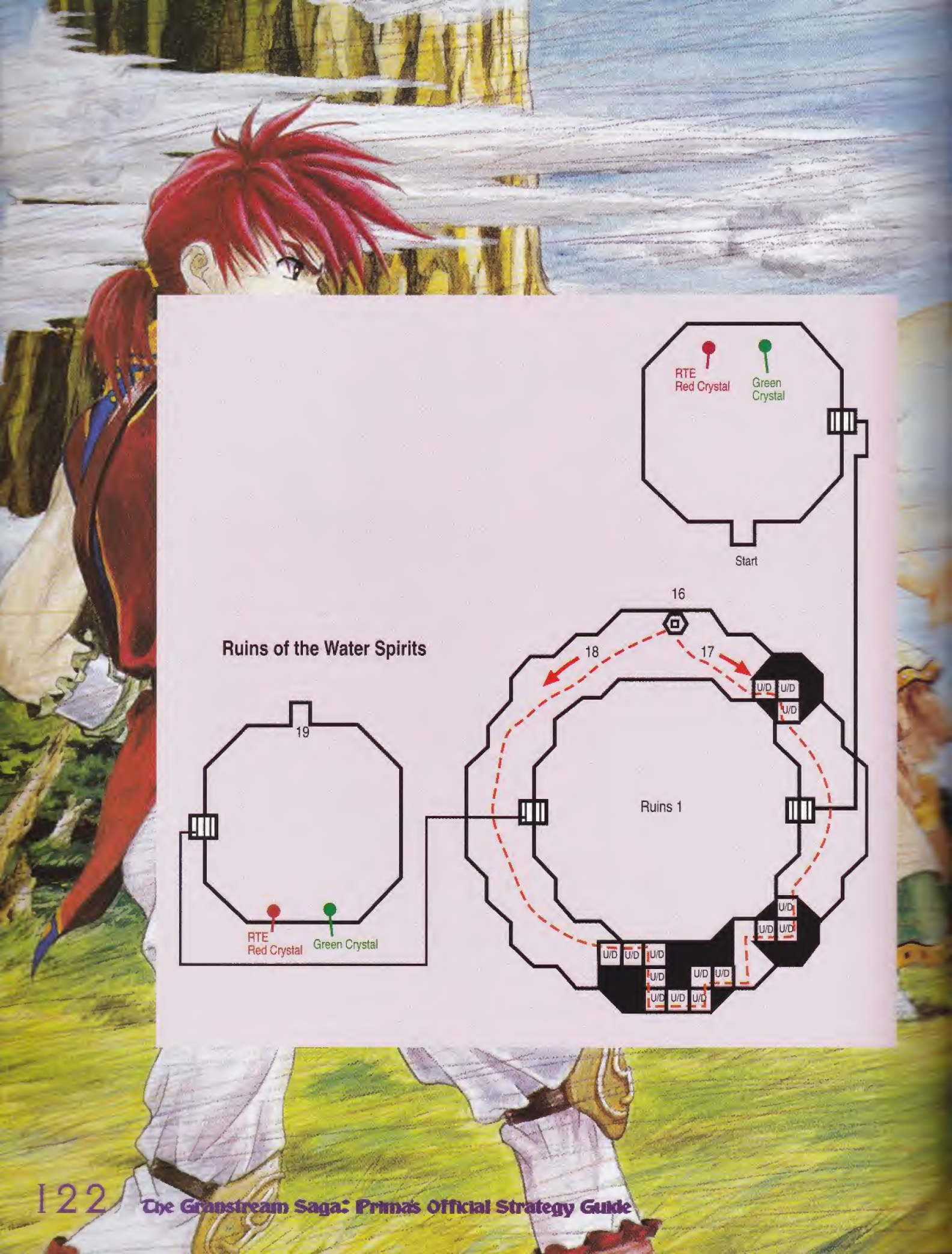


Father Tower

Enemies

- E1 = Wizard
- E3 = Shadow Saber
- E4 = Braze
- E5 = Fortu





Ruins of the Fire Spirits

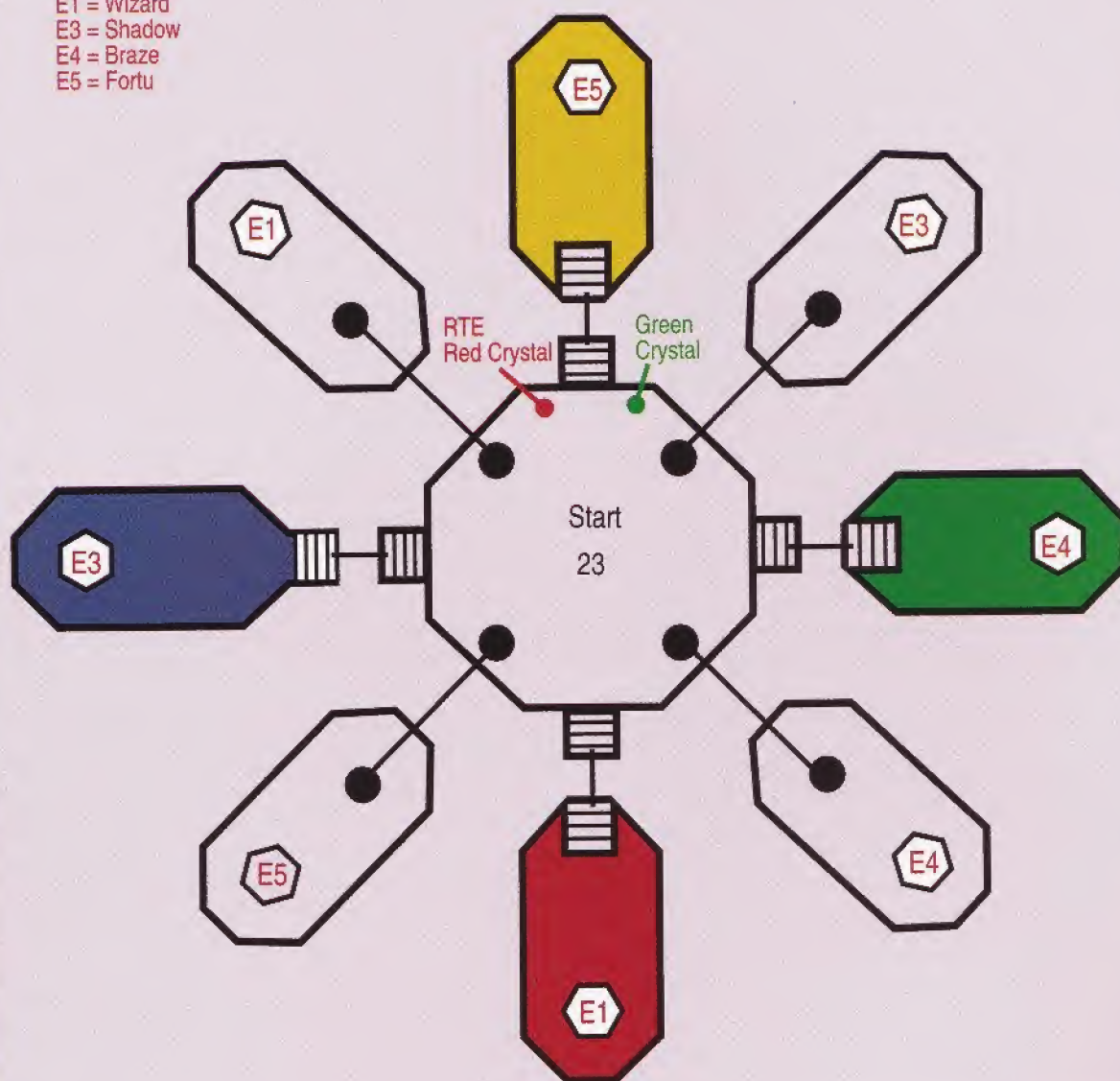
Enemies

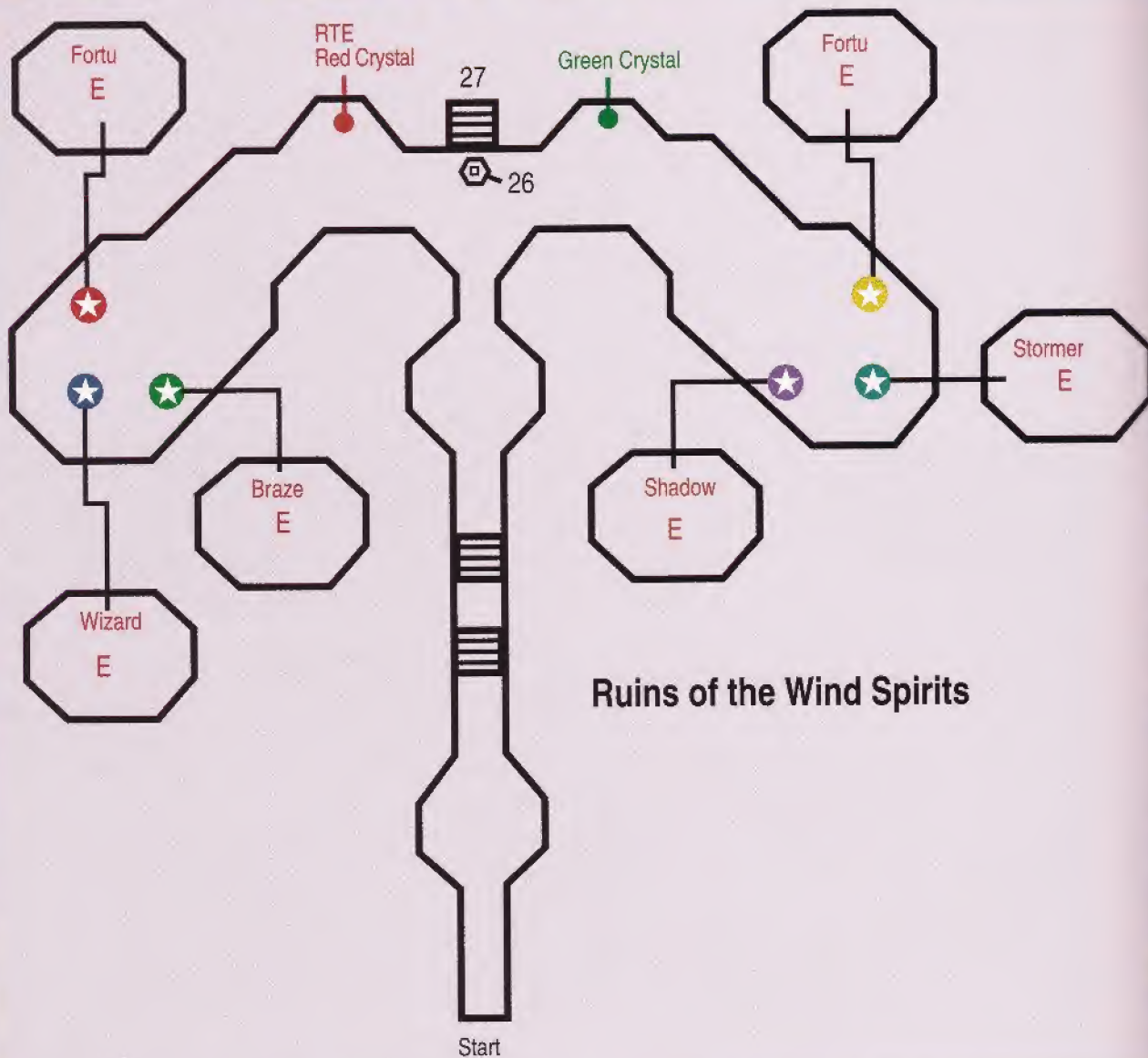
E1 = Wizard

E3 = Shadow

E4 = Braze

E5 = Fortu



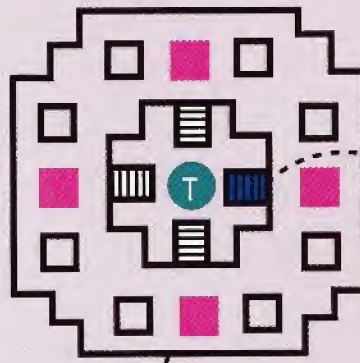
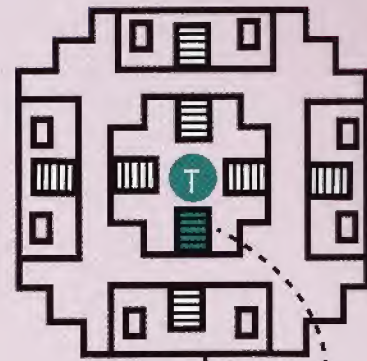
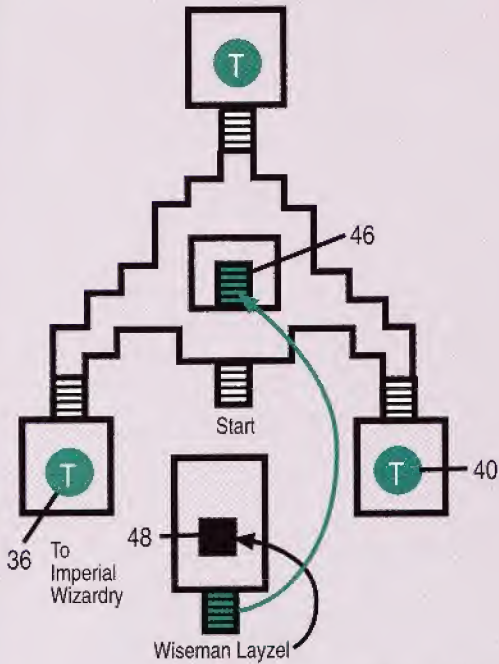


Underground Cemetery

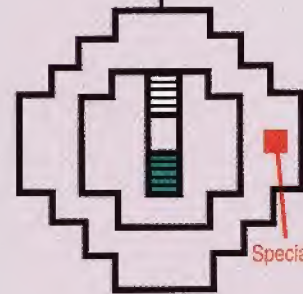
Royal Family Cemetery

Soldier Cemetery

Public Cemetery



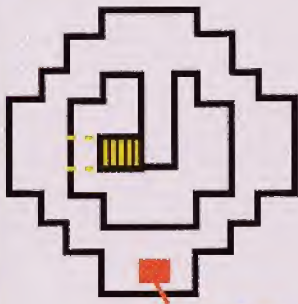
NOTE:
See
Yellow
NOTE



Life Stone

Special Herb

NOTE: This stairway leads upward until you complete the puzzle then the stair leads down.



Source of Power



Imperial Fortress

Enemies

E7 = Blade

E8 = Assault Golem

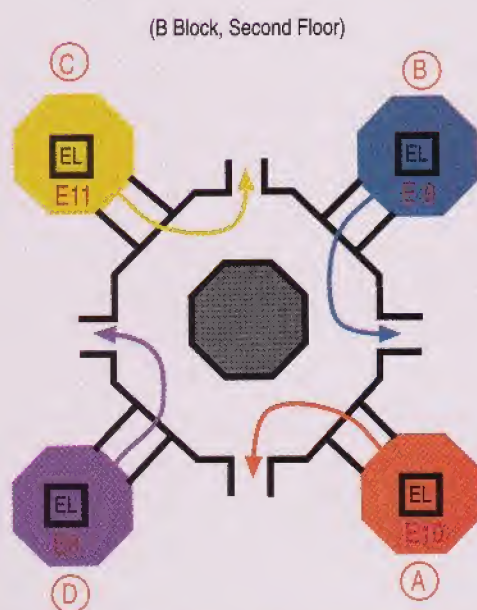
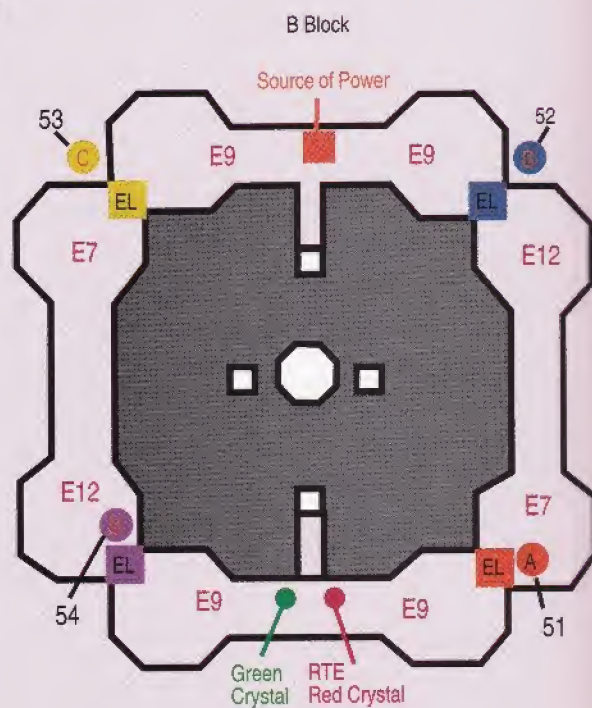
E9 = Buster Golem

E10 = Drifter

E11 = Royal Guard

E12 = Kijil

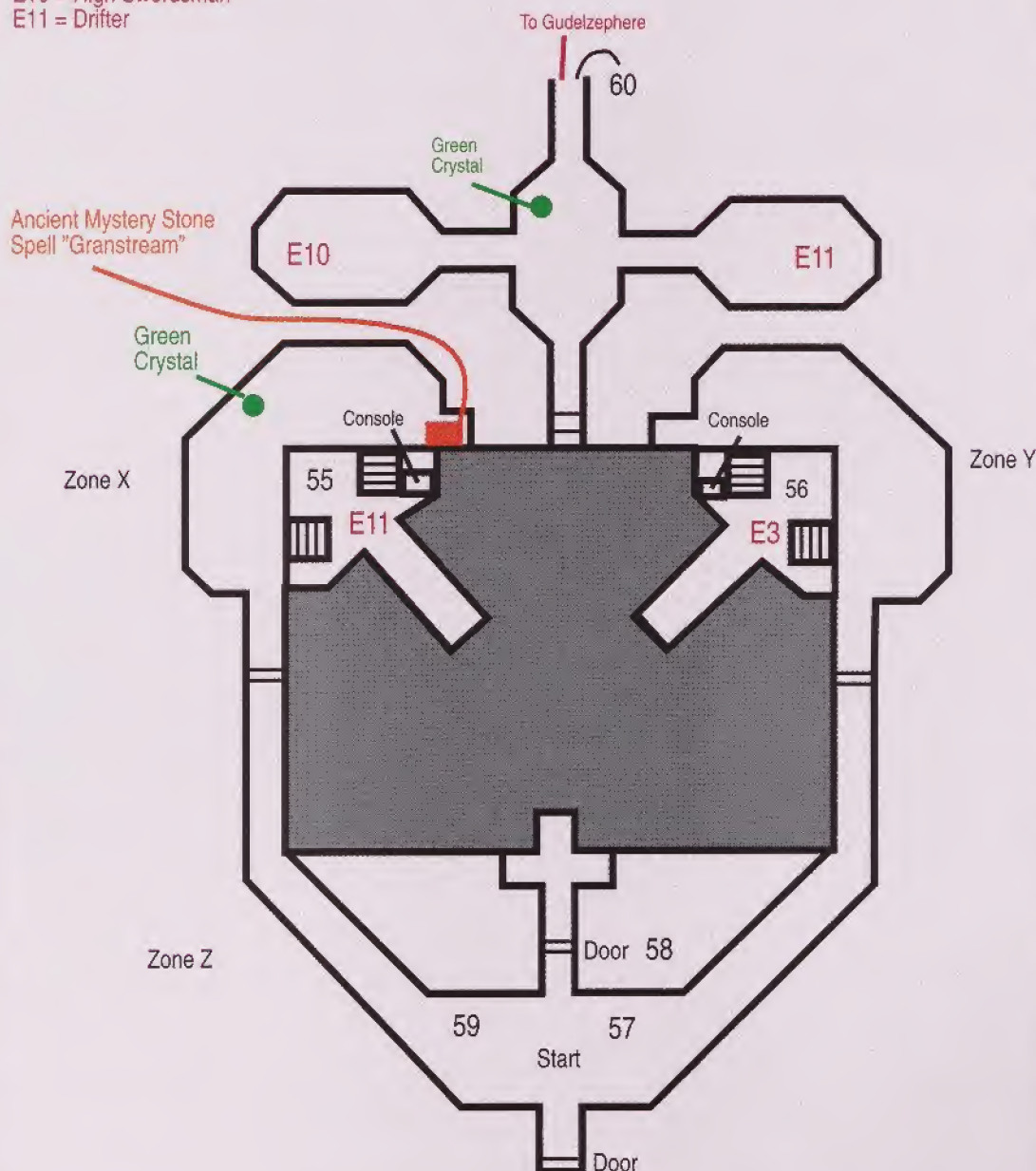
EL = Elevator



Imperial Fortress

Enemies

E3 = Royal Guard
E10 = High Swordsman
E11 = Drifter



Boss ~ Gudelzepher



Defeating Gudelzepher isn't nearly as difficult as you might first think. Although he is a powerful adversary, he has a glaring weak spot that never changes position. Unfortunately, getting to that weak spot isn't always easy.

Gudelzepher's four powerful limbs have a tendency to either keep you from advancing or push you away when you advance too far, so they are constantly a factor when fighting.



When far away from him, watch for his outside arms to activate. If you see a pink glint, *move!*

Also, watch for the occasional double limb strike—it can be very disorienting.



Lastly, watch out for Gudelzepher's repeller beam—it comes out of the

central circle and will drain about half of a life bar.



When in close, keep attacking until you see his inner arms glint pink. Then, double-step back to avoid getting shoved away and knocked down.

Remember, if Gudelzepher's center is shielded, no magic or sword attacks will affect him. If this is the case, just back off and dance around until he opens back up again. It's possible to land a strong magic attack like Granstream while his center is unprotected, but wait to try it until just after you avoid a long-distance limb strike.

Overall, just be patient, and you can beat Gudelzepher easily. Wait out his defensive moments and attack smartly, and you'll be able to chalk up another victory against the Imperial Army.

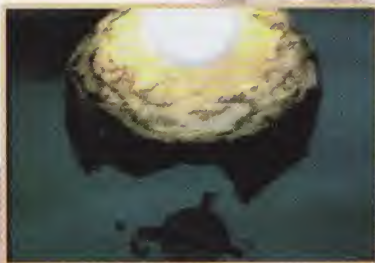


Epilogue

As Gudalzepher's remains sink toward the ocean below, Laramée and Arcia stand before Karok in the Spirit Shrine. They already understand that Gandor has sacrificed himself to help you save the human race. Laramée urges Arcia to say the Lifting Verse, but she is reluctant because you haven't returned. But Laramée stresses that they must believe in you and make sure that this mission is successful!

"You're right!" Arcia nods, wiping away her tears. "We have to do it for Gandor!"

Arcia steps toward the altar and, in a strong, loud voice, recites the Lifting Verse.



As you begin to plummet toward you-don't-know-what with the Imperial Wizardry's Fortress falling toward the sea, a gentle wave picks you up and holds you within a spiritual vortex. A voice surrounds you. It is Wise Man Zora.

"You are a noble warrior and a deserving hero. Without you, my daughter would have never found the four Lifting Verses. Thank you."

Wise Man Wonoa speaks, "You saved both my son and my wife, Selela. You are not only brave, but also generous. Thank you."

Another voice speaks. It is Wise Man Gault. "Now you must face your final mission. It will give the world a chance at complete restoration. Airlim is waiting. Good luck."

You hear Wise Man Layzel say, "Now, listen carefully. You must take Airlim to the North Pole and then submerge him into the sea. The energy within Airlim will cause the water around him to freeze into glaciers. The water level around the earth will drop to reveal the land underneath. Eventually, humans can try to rebuild their kingdoms without the mistakes of the past. The Spirit Beast Karok will guide you. Now you truly hold the fate of the world. We have chosen wisely and you have not failed us!"

In a blink, you find yourself kneeling before the altar on Zephere. Karok remarks that the Wise Men must have aided you in returning to this place. And from this moment forward, the Imperial Wizardry is completely gone.

You ask Karok if it's truly your fate to accompany Airlim into the sea, and he replies that it is true. The Master of Airlim must accompany him to this fate. You swallow and resign yourself to the fact that it will be your end as well. It's time to say your goodbyes.

Town of Geltania

1. Find Arcia in the house to the east and speak with her.



2. Find Laramee in the house to the northwest and speak with her.

3. Return to Airlim.



You board Airlim and it recognizes you as its Master. You feel odd thinking of Airlim as "it" instead of "him" but Airlim is now just a machine. You order Airlim to make its descent into the sea.

As the magical tower propels itself forward, your Scepter glows! It's Airlim!

"Master, listen carefully," the familiar voice says as you realize that the Scepter has restored Airlim's soul, "You need not go with me. Although the rules are for you to stay on board, I want you to go. I will be able to complete the descent without you. Your friends need you. You need to stay with them. Now, just close your eyes ..."

In mere moments, you find yourself on the back of ... Korky! And Laramee and Arcia are here, too! They came to rescue you, and somehow, Karok was able to lend Korky his body to fly to Airlim and save you from the icy waters below.

But as you circle Airlim, watching it descend into the water, a strange dark area appears in the sky above you.

There's a flash of red light and ... you're gone!



When you open your eyes, you find yourself in a very peculiar dark corridor, which, for some reason, seems strangely familiar! You begin to walk through the corridor when a voice whispers in your ear. You listen closely and realize that it is Valos' voice!

"Eon, you've made me proud. You've overcome many difficult situations. I can't possibly teach you any more than you have mastered already. All that remains is a supreme challenge to your soul. The circumstances you've endured have prepared you for what is to come. You'll face extreme danger and difficult choices. I believe you have the strength of body and mind to overcome these obstacles. I have faith in you, my son ..."

You take a few more steps and, this time, hear the voice of Selela. "All that you've accomplished is so remarkable. You've saved many lives and given new hope to my people. You rescued me from the spell cast by the Imperial Wizardry. And at last you have saved the future of the continents and their people. However, this isn't a permanent solution. These acts of destruction will repeat themselves endlessly. This world was created to test human nature and their curiosity that leads to greed. Their souls can never be redeemed as long as this evil entity exist. You must defeat the evil entity to truly secure our future and put an end to this cycle. This will be your greatest challenge. Good luck!"

You take a few more steps, and the voice of Ziruas says, "Eon, you have impressed me with your courage. Now listen carefully. In a previous life, we were all slain by Mah Oh. We were reincarnated and placed in this world which faced a tragic fate. The sinking of the lands represented the sinking of our souls into despair. Then you rescued our souls and disrupted the cycle of destruction. The Mah Oh is angry and has thrown the world into darkness. You can revive the world, but you'll have to make a choice. It may seem cruel and unfair, but you must decide and face the challenge. Good luck, Eon. You have already come so far."

The familiar voice of your valiant friend Gandor whispers, "Eon, it's almost time for you to find out about your past. Once I fought against you and you ... well, that isn't important now. What you must understand is that although our bodies are mortal, our souls exist for eternity. Therefore, the way we live our lives is important to how our souls will fare. And reincarnation gives us the chance to redeem our souls. Most importantly, you must not be deluded by evil. Believe in yourself. Don't give up!"



You step through the door and into the next room, where both Laramée and Arcia surround you and ask questions that you can't answer. You all agree on one thing. This place is so familiar, and it fills you all with sadness. That's when they notice the strange mark on your cheek. Arcia recognizes it and begins to cry. Then, the doors in front of you open. You have no choice, you must enter ...

An evil presence fills the room, sending Arcia to her knees and pulling at her hair. You and Laramée look up in time to see a strangely dressed form descending from above. It announces itself. It is Demaar.

He tells you that you're in Hades, the kingdom that rules you. The world in which you used to live was in a perpetual cycle of war. This is what allowed Demaar to collect many evil souls and increase his power. But that all changed once you gained power over Airlim. A paradox has occurred which has caused that world to disappear for good. Because there is nowhere else to go, your souls have come here.

"Are you saying that our world no longer exists?!" Laramée blurts angrily, not willing to believe this creature.

Arcia sadly realizes that what Demaar is saying may be true. "Do you mean the Scepter?"

"Yes, it is the Scepter," Demaar grins cruelly. "It is always given to the the most evil person in existence. Long ago, it was a prince named Zeruge. He became Mah Oh Zeruge.

"What?!" Arcia cries, her whole body beginning to shake uncontrollably.

Laramée scoffs at this story, but Demaar laughs as well. "It is difficult to believe he could have been Mah Oh. But look at the mark on his cheek. It's just like mine!"

"You're trying to trick us!" Laramée yells furiously. "Eon could never be Mah Oh! Do you think we are fools?"

Arcia whispers, "Oh no," and walks away crying. "My kingdom was destroyed by Mah Oh Zeruge and he told them to kill me!"

"What are you talking about?" Laramée asks, beginning to worry.

"She is beginning to remember her past life," the creature says in a taunting voice. "Perhaps she is feeling foolish now!"

"Stop it!" you yell, "What have you done to Arcia?!"



"Ha ha ha ha!" the fiend laughs heartily, bouncing as it floats toward you. "What did I do? You make me laugh! You are the one who ordered her murder! How ironic! When you died as Zeruge, you were brought to this doomed world and left to experience its sad fate. The magic was dispersed and the spirits cast into darkness. The world was to provide souls for my taking. I am the last Mah Oh. A long time ago, in another world, you were the Mah Oh. That's why you have the Scepter. But you were too weak. And now you are just a pathetic boy. Why don't you just hand me that Scepter and then, perhaps, I will spare your soul!"

Your mind is reeling. Your knees are weak and you feel faint. "I was the Mah Oh? That's impossible!"

"Think hard, Eon," Demaar grins. "Don't you remember? Your kingdom was defeated and you became so angry and hateful that you summoned Mah Oh."

Laramée is still convinced that this is just an elaborate lie that Demaar is weaving. But Demaar calls her a "new soul" who didn't exist when Eon was the Mah Oh.



Just then, a familiar man bursts through the door. It's Slayzer! Demaar informs you that Slayzer has always disliked the human race because of its corruption and greed. He adds that Slayzer is also his servant who will gladly kill you all to get the Scepter for Demaar.

Laramée pleads with Slayzer, but he has no control.

"I thought I could take the Scepter and kill Demaar myself," Slayzer says through gritted teeth as he approaches, blade drawn. "But now I know that it would

not end this terrible mess. You are the only one who can bring the world out of darkness!"

"What?!" Demaar floats back, stunned. "Are you no longer under my spell?"

"Beware Demaar. Your end is near!!" Slayzer returns with ferocity.

But Demaar quickly casts a strong spell over Slayzer. Your only hope in saving his soul with your Scepter is to cast the spell "Genocide!"

4. When asked if you will use "Genocide", say "Yes."

"Another innocent has been sacrificed to give me power," you moan, falling to one knee. "I don't want this power."

"What wonderful entertainment!" Demaar's voice booms and echoes all around. "Actually, I am beginning to feel a bit more powerful! There must be some hatred

swelling up in your soul and it's making me stronger!" Demaar giggles with delight, then adds, "Perhaps I shouldn't destroy you. Perhaps you will be at my side, Mah Oh Zeruge!"

"Stop it!" Arcia screams. "Why do you have to be so cruel to us?"

"Do you think you can deceive me, Princess Elleméra?" he quickly returns. "I am not Zeruge. You must think you are quite a sorceress to try to fool the Mah Oh twice!"

"What?!" Arcia looks up.

"How dare you make such threats!" Laramée yells. "Arcia is just an innocent girl, and I think you're confusing Eon with someone else!"



"You should hurry up and get rid of these worthless souls, Zeruge!" Demaar's voice hovers above you. After a few moments, Arcia and Laramée disappear and he adds, "No matter what you may think, I am ultimately in command here. Perhaps you should consider joining me, Zeruge. It would certainly suit you." His voice hisses in your ear. "Think about it."

5. Walk through the door to the north and defeat the Sentinel (a tough Guardian enemy.)

As the Sentinel's body dissipates, Demaar tries to sway you to the dark side. But like an angel, Laramée's voice protests that you aren't evil and never could be.

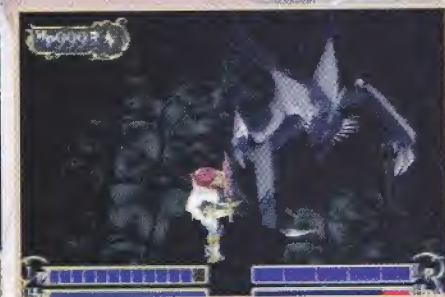


6. Walk through the door to the north and defeat the Spligun (a tough Guardian enemy.)

Demaar's voice echoes from above, filling your head with visions of evil. Arcia cries out for him to stop, but he simply taunts her with her own memories of being murdered by your past life self.

7. Walk through the door to the north and defeat the White Dragon (exactly the same as the Wind and Fire Dragons).

Demaar continues to advise you about your destiny to be at his side, but once again, Laramée and Arcia defend you and believe in the goodness you carry within you.



8. Walk through the door to the north and defeat the Black Dragon (a tougher version of the White Dragon).

Through the door is the most challenging and truly evil thing you have ever faced.



"My name is Zeruge. I was the Mah Oh," the presence says.

"Was I you in my previous life?" you whisper.

"Yes. You are the reincarnation of my soul," the voice responds. "As long as this hatred exists, a Mah Oh will reign, and this infernal world will endure. There is only one way to stop the cycle. By using the power which is sealed within the Scepter, you can destroy the entity who calls himself the last Mah Oh. However, you must also sacrifice the soul of someone you love. Her soul will enter your Scepter and give you the strength to defeat Demaar."

"What?! I can't do that! How can I ask someone to sacrifice themselves?" you cry.

"Only a pure and loving soul can allow you to overcome such evil. Choose one and fight, or you'll lose everything!"

"No! I can't make that kind of decision! Arcia and Laramee are both dear to me and I can't let this happen to either one of them! You are asking me to make one of them face eternal death, like Slayzer!"

Before you can say another word, Laramee's Coral Necklace and Arcia's Silver Comb appear. Next to them, the ghostly visage of Laramee and Arcia appear. The time has come ... you must choose.

Boss - Demaar



Defeating Demaar is surprisingly easy once you know what to watch for. Patience is the key. It can be difficult to determine if he's in the air or at your level, so be cautious when approaching him as he can unleash devastating attacks very quickly.

When you are close, pound him with your offense as much as possible.



He seems to be able to avoid magic attacks almost always, so stick to your trusty weapon attacks and let loose when you've got an opening.



If he takes to the skies, he'll either dive bomb you or drop a Red Crystal. If he doesn't drop the Red Crystal, immediately block and wait for your opening.



If he does drop the Red Crystal, keep retreating until it disappears and wait for another opening.

Anytime he goes into a defensive state, charge in with a guard break to open him back up again.



Also, do what you can to stay in close as often as possible. You can score many extra hits while Demaar positions himself for attacks on you. Of course, you can also get caught by one of several of his close attacks (especially the lightning-fast boomerang attack), so don't throw caution to the wind in these situations. Hold up your defense if you're not sure of his next move, and close in for the kill when you track him down.



Choosing Arcia

"I did it, Arcia!" you scream at the top of your lungs. You collapse and wonder how much more time you have before this evil world disappears, knowing you'll disappear with it as atonement for your sins.



"No, Eon." Arcia's ethereal voice answers. "This new world will need you! The people will need your guidance to find peace. Laramee will need you, too! I'm honored to have helped bring an end to the evil. Good luck, Eon. We have come a long way."

"Arcia!!" you cry in anguish, knowing that this was your final communication with her sweet spirit.

You and Laramee have lost so many people, you both need time to heal. You decide to part ways so that the painful memories won't be so acute. You both know that in time, you will find happiness. You both quickly thank Arcia, hoping she can hear you, and enter into the new world.

Somewhere, Arcia is studying the ways of the new world, and new magic. It is obvious to both her and her teacher that more work must be done, and that it is Arcia's responsibility to complete this work.

A year passes, and the people of Shilf feel safe and secure. The elderly man discusses the bright future of his children and grandchildren, hoping they realize how many lives were saved.



The Town of Pikshim has become very wise about who they trust and believe, and all families are reunited. Afto misses you very much, as does his grandmother, Gizela. He wants to get older quickly so that he can join you in your adventures.





The Towns of Tulku and Orkul are being rebuilt, in the hopes that the towns will become more prosperous than ever, and their children will have a wonderful place to grow old. Now that no one needs to get weighed any longer, Geintz is unemployed and bored. He decides to open a restaurant.

The Town of Geltania remains deserted, and the Spirit Shrine and Karok sank deep into the sand. Laramée waits patiently here for you to return.

Laramée stands at the altar and hears the voice of Slayzer. He tells her that she is now a Desbat Pirate and a warrior. She is not to call him brother, because now he is her commander.



You appear behind her and, somehow, Laramée already knows that you're here. Without a word, you approach her and gently place her Coral Necklace around her neck. With tears in her eyes, she quickly spins around to embrace you.

And with that, Arcia's book closes and the story ends.



Choosing Laramée

"Laramée, I did it!" you scream at the top of your lungs.

You collapse and wonder how much more time you have before this evil world disappears, knowing you'll disappear with it as atonement for your sins.



"No, Eon." Laramée's ethereal voice answers. "You aren't evil!"

"Laramée," you say softly. When there is no answer, you say her name louder, "Laramée?" After a moment, you cry, "Laramée!!" in anguish, knowing that this was the last time you will ever hear from her again.

Arcia appears behind you. She is in tears at the thought of losing Laramée, especially because she had nothing to do with the tragedy that caused this. She wishes to become the sacrifice soul. You comfort her by explaining that all souls will be released from this world and returned to the past. Unfortunately, once you get there, you may not remember what has happened. But this experience has given your souls wisdom and will help you make better choices in the future.

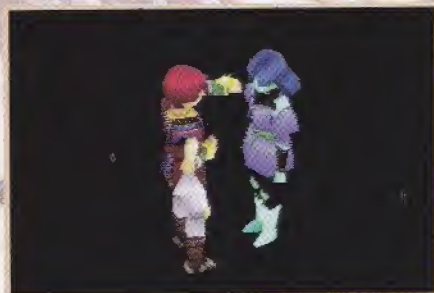
"Arcia, or Ellemera," you say, taking her hand, "I really appreciate all that you have endured for me. And if I hadn't fallen in love with you, I would still be the Mah Oh. Please stay by my side so that I shall never become the Mah Oh again."

Her reply is short and sweet. "Yes, I will. And this time we shall unite our souls."

"Arcia ..."

"Eon, I have one wish. Before we go back and risk forgetting all of this, let's retrace all we have experienced in this lifetime."

"Yes," you nod, "let's try and remember everything."



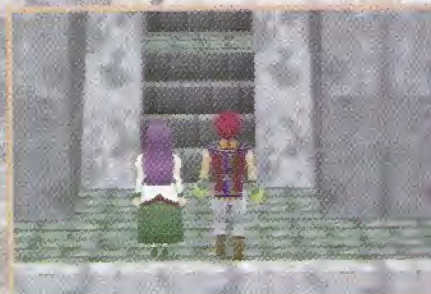
Your first stop is Geltania, and the memories of everyone being in a trance and acting strangely are still fresh. Arcia is able to remember a certain person from her past life comforting her, and you realize that it must have been Gandor. Arcia regrets having given him and Korky so much trouble, especially now that they're gone. You remind her they aren't gone from your hearts.

Now you both stand at the gate to Volcos, reflecting that the weigh station is no longer necessary. You both regret the loss of Ziruas and what he had to do. Arcia makes light of the fact that she was embarrassed to be weighed. You tell her you wish you could have thanked Ziruas for saving you. Arcia adds that she was surprised to discover Geintz was a descendant of the Wise Men.



Pikshim is the town where you both met Afto for the first time. You've heard that, since your ordeal here, the Kels are back to normal. Arcia marvels at the thought of what might've happened if you hadn't stepped in, but you remind her that you weren't the only hero.

You stand outside the gates of Arona, where everything started. "Valos, you taught me to do my best," you say, looking up to the sky. "Without your influence, I would've failed. I just wish you could still be here to enjoy this peaceful world." Arcia begins to feel strange, so you decide that it's probably time to go. Arcia worries that when you both return to the past, you won't remember each other. But you tell her that you are fated to be



together, your souls are eternally bonded. You'll be happy together. "Let's go," you smile,

"and rewrite history."



You're running through the forest as fast as you can, with soldiers hot on your trail. As you run, you hear the gruff voice of a nearby soldier say, "The prince is the only survivor, let's move out and find him!" This is the only encouragement you need to scoot along even faster than before.

Suddenly, something beautiful flies by, catching your eye. It's a small green and orange bird! There's something so familiar about it, you just know that you must follow it. "Wait!" you cry, and stumble blindly after it. But as you trip forward, your heel expects to find hard ground and instead finds the edge of the cliff. The next thing you know, you've slid down an embankment! Your head smacks the rock wall

very soundly and your vision quickly fades away.



The feeling of a cool rag against your head awakens you. A beautiful girl sits before you! She's asking you if the rag helps you feel better, but you're so stunned, you're speechless.

"Why help me? I'm your enemy!" you suddenly say, realizing that this is the Princess Ellemera.

She replies that you both don't have to hate each other just because your people are at war. "But don't you know that you're supposed to hate your enemy?" you ask, astounded. "I don't believe in hating anyone!" she smiles. "And besides, for some strange reason, I know I can trust you!"

That small green bird that you were chasing flies down and lands next to you both.

"Korky!" you exclaim, and then look at each other, not understanding how you came up with this name.

"That's his name!" she marvels. "How did you know?" The bird stares innocently back at you both.

"From the moment I saw you, I felt like I'd known you for a very long time," she says.

"I feel the same way about you!" you smile. "I wish I could stay here longer and talk to you!" You stand and help her to her feet just in time to hear the footsteps of the approaching soldiers.

"Will I see you again?" she asks, looking hopefully into your eyes.

"Count on it! Nothing can keep me from it!" you vow, and turn to make your getaway. You wave and say, "Bye!" as you begin to run.



"Bye, for now," she says as the small bird alights on her shoulder, looking after the boy.

Secrets

The Scepter

The Scepter not only memorizes and repairs broken artifacts, it collects the life force of each enemy you're able to defeat without taking any damage. This Life Force is called a Scepter Force. With each new memorized Scepter Force you collect, which appears in the shape of a cube, the color of the Scepter Force grows and changes color.

The rules to collecting the Scepter Force are as follows:

1. To obtain higher level Force Scepters, when the question "Would you like to open the (color) Force Scepter" appears, say "No" to memorize it. You must then defeat the next enemy without taking damage to receive the next higher ranked Scepter Force.
2. You can't use magic to defeat an enemy.
3. You can't go back and defeat the enemy whose Scepter Force you already hold. (But only until you choose to finally open the Scepter Force you hold. Then that enemy is once again fair game.)

Here are a few elements that will aid you in getting higher ranked Scepter Forces.

1. Make the first attack.
2. Perform a Command Skill (special attack move specific to a weapon).
3. Finish your enemy off with a Command Skill (special attack move specific to a weapon).
4. Defeat the enemy in less than 13 seconds.
5. Try to make powerful attacks that hit for greater than 70 percent damage.

The following elements lower your Scepter Force's rank:

1. Fighting against an enemy of the same level.
 2. Fighting against an enemy of a lower level.
 3. Not performing a Command Skill.
 4. Holding your shield up for more than six seconds at a time.
- Attacks that hit for less than 30 percent.

Scepter Force Table

Color	Rank A	Rank B	Rank C	Rank D	Rank E	Rank F	Rank G	Rank H
Blue	GP	Fruit of Venatawa	White Crystal	Black Crystal	Wind God Card	GP	Water Card	Fire God Card
Red	GP	Bronze Piece	Silver Piece	Gold Piece	GP	Water Card	Fire Card	Earth Card
Yellow	GP	Silver Piece	Gold Piece	GP	Water Card	Fire Card	Earth Card	Life Stone
Green	GP	Wind God Card	GP	Water Card	Fire Card	Earth Card	Life Stone	Giant Card
Purple	GP	GP	Water Card	Fire Card	Earth Card	Life Stone	Giant Card	GP
Orange	GP	Water Card	Fire Card	Earth Card	Life Stone	Giant Card	GP	Wonder Fruit
Rainbow	GP	Fire Card	Earth Card	Life Stone	Giant Card	GP	Dragon Card	Life Element
Dark	GP	Earth Card	Life Stone	Giant Card	GP	Wonder Fruit	Life Element	Elixir

The God Cards listed in the table above each give you a special ability. For example, the Card of the Giant God cuts in half the number of MP needed to use a spell. The difficult to obtain Card of the Dragon God doubles the number of gems received after a battle.

If you obtain all six cards, use Airlim and visit the old man in the Kel Cavern Meeting Hall on Aquas. He will take the six cards and raise your MP points to their maximum, 999, each time you return to visit.

Trading Metal Bars for Valuable Items

Once you've completed the Aquas mission, you can return to the Religious Colony of the Kel's Cave to find a man who will trade metal bars for spells, weapons, and secrets. To find him, start from the Green Save Crystal and walk west, then south into the small room with seven crates.

Here's what he has to offer and its cost:

1. Red Stone - This becomes the spell of Scanning. Cost-1 Gold Bar
2. Blue Stone - This becomes the spell of Defender. Cost-2 Gold Bars
3. Yellow Stone - This becomes the spell Thunder Blast. Cost-3 Gold Bars
4. Thick Metal Piece - This becomes the Moebius Shield. Cost-4 Gold Bars
5. Hard Metal Piece - This becomes Moebius Armor. Cost-5 Gold Bars
6. Sharp Piece of Metal - This becomes the dagger Avenger. This dagger teaches you the SECRET SPECIAL MOVE Quad Thrust! ↑ + X Button Cost-6 Gold Bars
7. Lump of Rust - This becomes Omega Mace. This axe teaches you the SECRET SPECIAL MOVE Cross Cut! → ↓ ← + X Button. Cost-7 Gold Bars
8. "The Secret" - "You have found quite a lot of precious metals. Listen to these secrets . . . The Giant Card can double the number of gems which you collect. The Dragon Card can reduce the number of Magic Points used be half. The Giant Card is available when you have attained "Green" Scepter status. The Dragon Card is only available when you have attained "Rainbow" status. To increase your battle status, defeat more difficult enemies quickly and use special attacks. Lastly, the most powerful weapon is the Onimaru. It is buried on holy ground, but only a special eye can see it." Cost- 10 Gold Bars

tip

If you run out of gold, the apothecary on Zephre in the Town of Geltania sells Gold Bars for 200 gems each.

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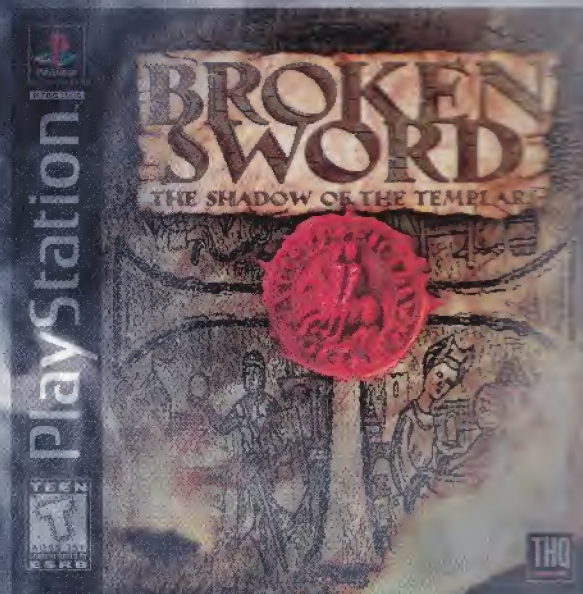
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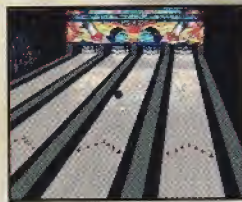
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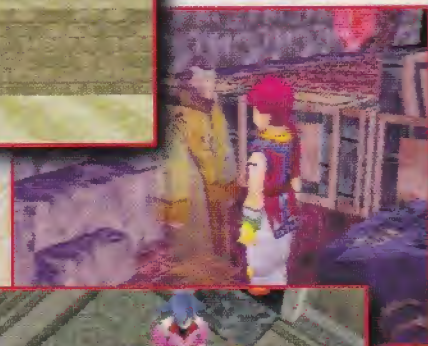
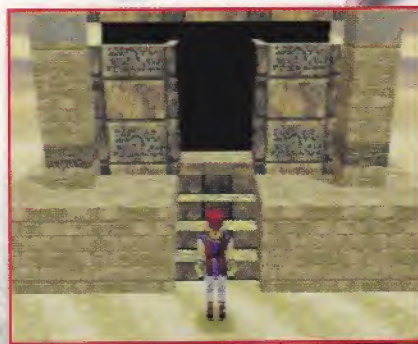
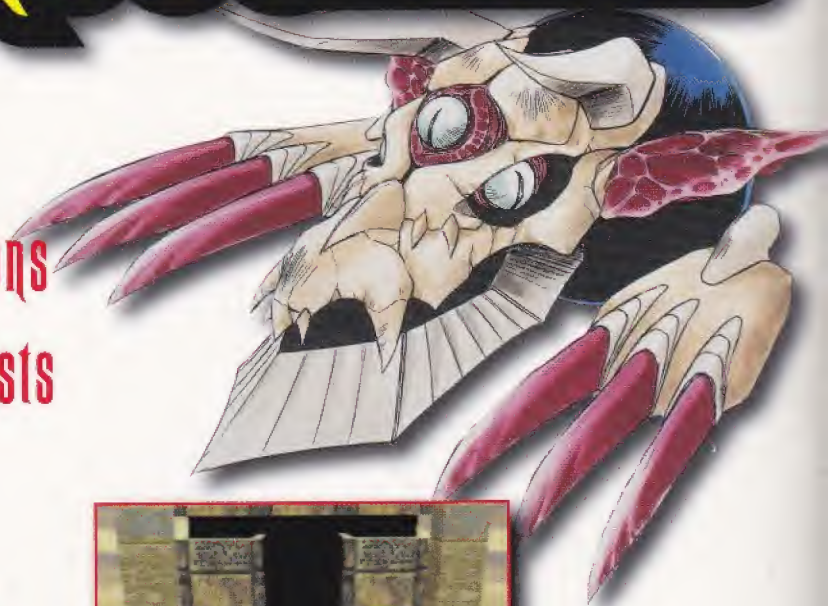
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